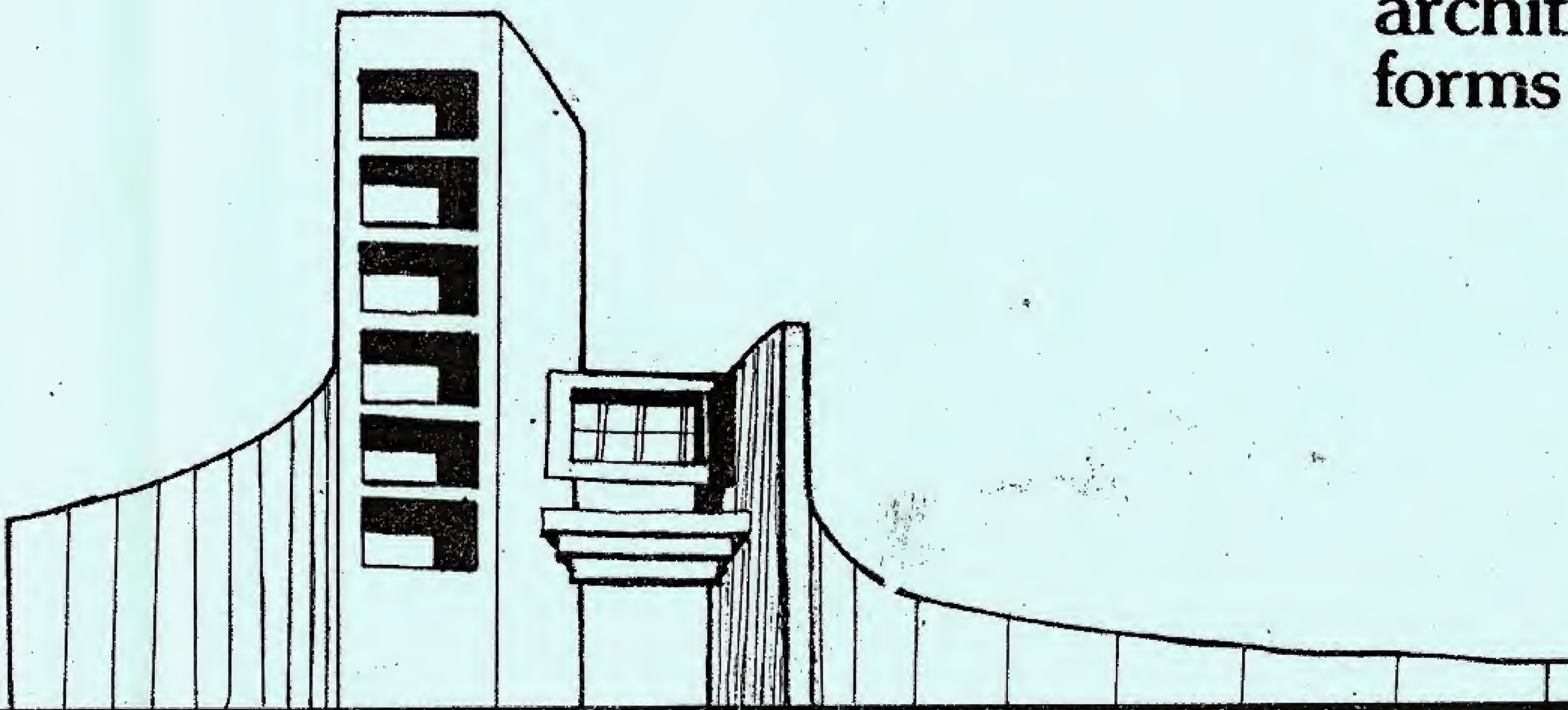


7

a  
vocab  
of  
archit  
forms





هذا الكتاب إذ تقدمه لكل مهندس وطالب معماري انما نرجو أن نستطيع الاستفادة بأقصى قدر ممكن من الدراسات الأساسية المستفيضة التي يحويها بين صفحاته .

انه الكتاب الأول من نوعه من حيث نوعيات الدراسات الشاملة وغزارتها وكثرة وتنوع الامثلة والكروكيات التي يوضح بها الدراسات المختلفة .

فعلى سبيل المثال وليس الحصر :-

رقم الصفحة الموضوع

٩ شرح لحدث نظرية معمارية في العالم وهي نظرية أمريكية .

٣٥ دراسات العلاقات بين اجزاء المبنى الواحد وما نسميه بالـ Zoning فنجد أنه بالاستعانة بالكثير من الامثلة المتنوعة كالسجون والمنازل والمعارض التجارية والمستشفيات والمدارس ... الخ ، نجده يدرس :-

— علاقات التجاور بين عناصر المبنى وعلاقة العنصر الواحد بالعناصر المجاورة .

— دراسات لعناصر الاتصال الافقي .

— علاقة ترتيب عناصر المبنى واقسامه بالوصول الى الهدف الذي من أجله ينشأ المبنى .

— كيفية توفير الوقت بدراسة مستفيضة عسمن الحركة داخل المبنى .

— علاقة المبنى ككل بالمباني المجاورة له .  
— دراسات لنوعيات السكان أو الشاغليين للمبنى ايا كان وكثافتهم وعلاقة ذلك بالمبنى .

٦٥ الفراغات المعمارية الافقية أو الرأسية وهي دراسة مكثفة متعددة الأغراض والأوجه للفراغات داخل المبنى وخارجه من حيث علاقتها ببعضها البعض وعلاقتها بالاثاثات وبالرؤية والصوت والاضاءة واستغلال هذه الفراغات للتقسيم بين اجزاء المبنى وكذلك دراسة كاملة لفراغات المداخل بكافة أنواعها ودراسة للاضائة الطبيعية والصناعية وعلاقتها بتلك الفراغات .

٨٥ دراسة الحركة داخل المبنى وعلاقتها بشكل المبنى نفسه أو ما نسميه بالـ Circulation سواء الحركة الرأسية أو الافقية .

٩٩ دراسات مستفيضة للموقع الحام للمبنى وللواجهات ودراسة الاخطاء التي يمكن أن تنشأ في كلا الحالتين وكيفية تلافيها أو — تعديلها .

بهذه المقدمة المتواضعة نرجو أن نكون قد نجحنا في أن نعريفك بنوعية الدراسات في هذا الكتاب الثمين . كما أننا حرصنا كل الحرص على عدم افساد منعتك حينما تكشف الكثير من الدراسات القيمة التي يحويها كتابك هذا . . . فقط نطلب منك أن تنصفحه بامعان وتقليل من التركيز سوف تتحقق من أنك تحمل بين يديك كتاباً أكثر من رائع . مع أجمل أمانينا بمستقبل مشرق .



# CONCEPT SOURCEBOOK

a  
vocabulary  
of  
architectural  
forms



# Introduction

## 1. Preface

- 2 Need
- 4 Goals
- 5 Organization
- 6 Potential Problems

## 9. Theory

- 10 Definition
- 12 Relation to Design Process
- 14 Concept Scales
- 14 Contexts for Concept Getting
- 18 Concept Getting
- 20 Concept Hierarchies
- 25 Concept Reinforcement
- 26 Creativity
- 28 Problems in Concept Getting

# Vocabulary

## 35. Functional Grouping and Zoning

- 36 Need for Adjacency
- 37 Similarity in General Role
- 38 Relatedness to Departments, Goals and Systems
- 42 Sequence in Time
- 44 Required Environments
- 47 Types of Effects Produced
- 50 Relative Proximity to Building
- 53 Relatedness to Core Activities
- 54 Characteristics of People Involved
- 56 Volume of People Involved
- 57 Extent of Man or Machine Involvement
- 58 Degree of Emergency or Critical Situations
- 58 Relative Speed of Respective Activities
- 60 Frequency of Activity Occurrence
- 61 Duration of Activities
- 61 Anticipated Growth and Change

## 65. Architectural Space

- 66 Forming Space
- 67 Spatial Qualities
- 68 Scale Types
- 68 Scalar Sequence
- 69 Scalar Flexibility
- 70 Tailored Space
- 71 Anonymous Space
- 71 Space to Space Relationships
- 72 Inside-Outside Space
- 74 Division of Space
- 76 Door Placement, Circulation and Use Zones
- 77 Circulation as a Space
- 78 Multuse of Space
- 79 Dealing with Residual Space
- 80 Natural Lighting
- 81 Artificial Lighting
- 83 Roles of Lighting

## 85. Circulation and Building Form

- 86 Line Generated Circulation
- 88 Point Generated Circulation
- 89 Circulation within Circulation
- 89 Basic Forms
- 90 Grouping of Forms by their Qualities
- 90 Specific Form to Form Relationships
- 91 Space-Circulation Relationships
- 94 Space-Circulation Sections
- 95 Placing Unique Space Shapes in Plan
- 95 Entry Points for Circulation Concepts
- 96 Placing Vertical Circulation at Unique Points in Plan
- 97 Movement Systems
- 97 Routing Systems Through Buildings
- 98 Achieving Visual Interest
- 99 Building Images in Plan
- 103 Building Images in Elevation

## 115. Response to Context

- 116 Property Boundaries
- 117 Land Contours
- 120 Surface Drainage
- 121 Soil Condition
- 122 Rocks and Boulders
- 123 Trees
- 125 Water
- 127 Existing Buildings
- 129 Expansion of Existing Building
- 131 Easements
- 131 Noise
- 132 Views from the Site
- 133 Off Site Vehicular Traffic
- 134 Existing On Site Vehicular Traffic
- 135 Existing On Site Pedestrian Traffic
- 136 Utilities
- 137 Building — Parking — Service Relationships
- 138 Vehicular-Pedestrian Traffic Systems
- 139 Parking Systems
- 140 Car Storage
- 142 Approach to Building
- 143 Arrival Modes
- 143 Entry to Building
- 146 Total Site Zoning
- 147 Total Site Systems
- 148 Land Forms
- 149 Seating Forms
- 150 Landscaping with Plants
- 152 Landscaping with Water
- 153 Contribution to Neighborhood
- 153 Sunlight
- 156 Temperature and Humidity
- 156 Rainfall
- 157 Wind

## 159. Building Envelope

- 160 Footings and Foundations
- 160 Columns
- 162 Walls
- 163 Additional Column and Wall Roles
- 165 Beams
- 166 Additional Beam Roles
- 167 Roof Forms
- 168 Wall Concepts
- 168 Floor and Ceiling Concepts
- 169 Balconies
- 171 Canales and Water Bins
- 172 Fireplaces
- 172 Steps
- 173 Stairs
- 179 Stair Placement in Relation to Building
- 180 Additional Stair Roles
- 180 Shafts
- 181 Skylights
- 182 Skylight Roles
- 184 Doors
- 185 Window Forms
- 194 Windows in Plan and Section
- 195 Additional Window Roles



# Vocabulary



35

Functional Grouping and Zoning



# Need for Adjacency

RELATIVE NEED FOR BUILDINGS, DEPARTMENTS, SPACES OR ACTIVITIES TO BE ADJACENT

ADJACENCY NEED RANGE

CRITICAL

NECESSARY

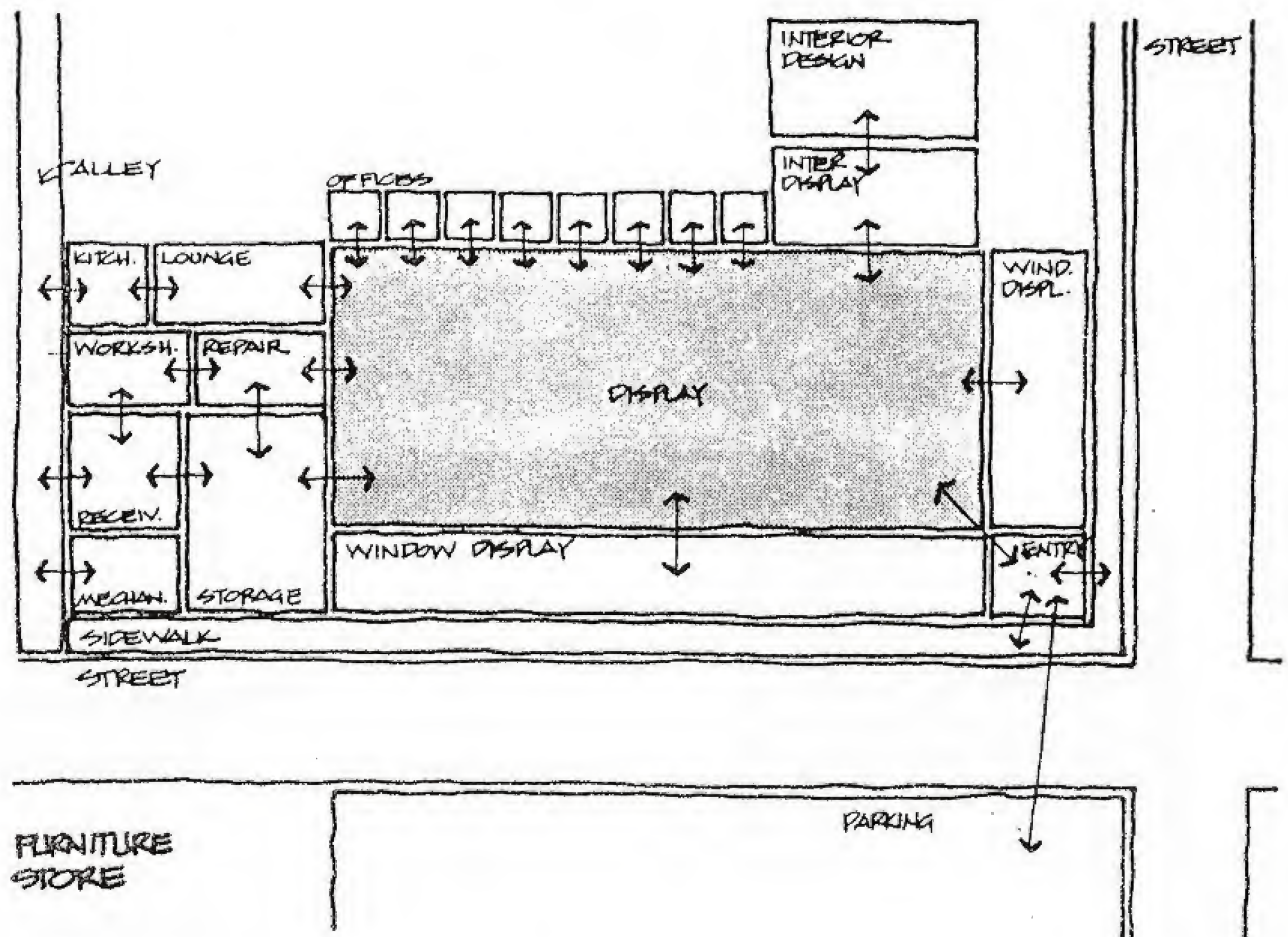
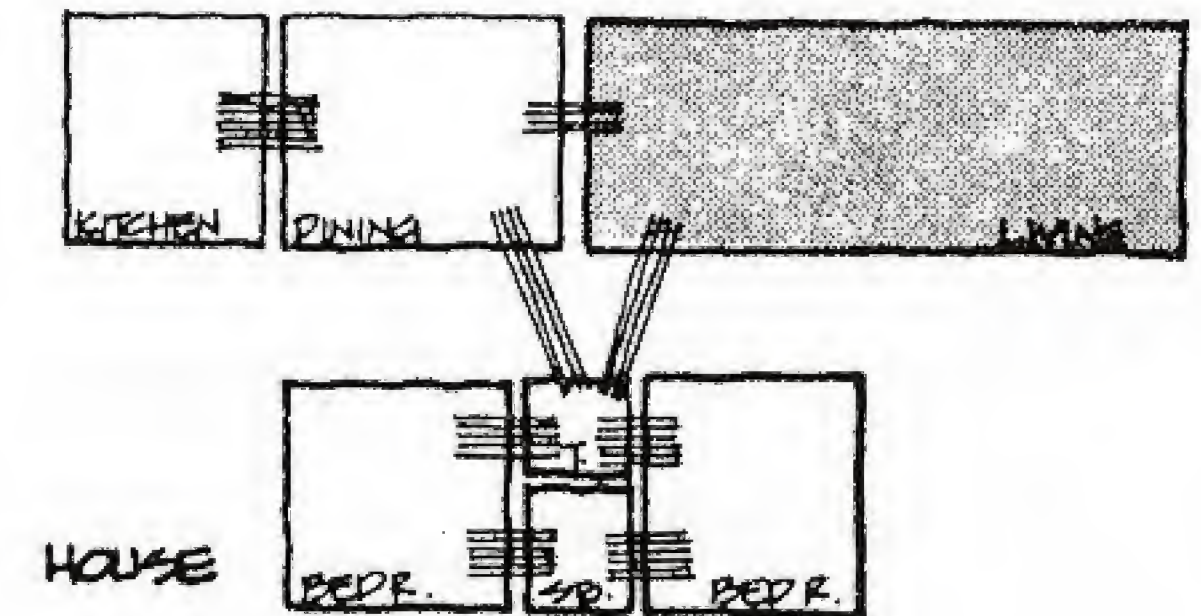
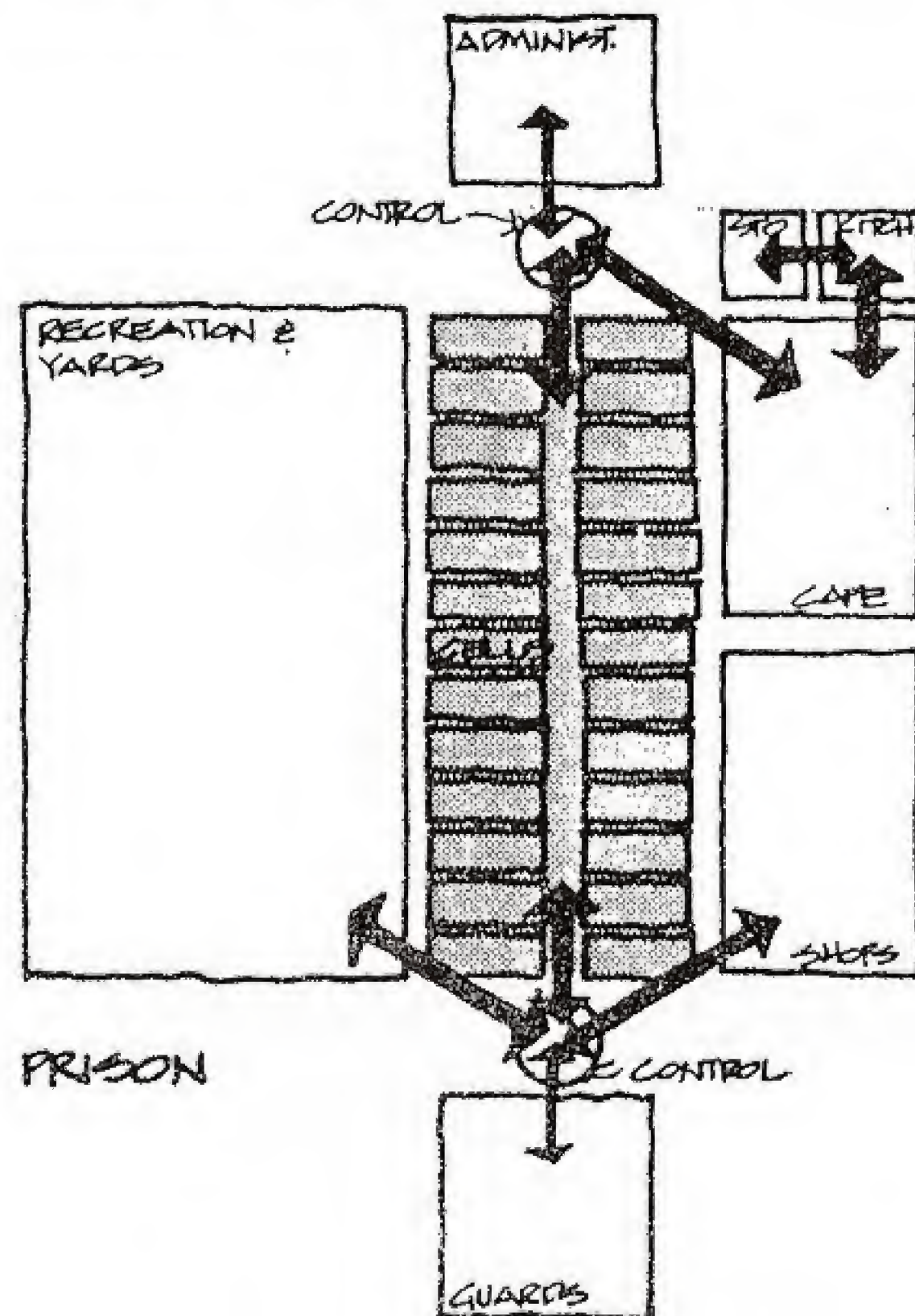
DESIRABLE

NEUTRAL

UNDESIRABLE

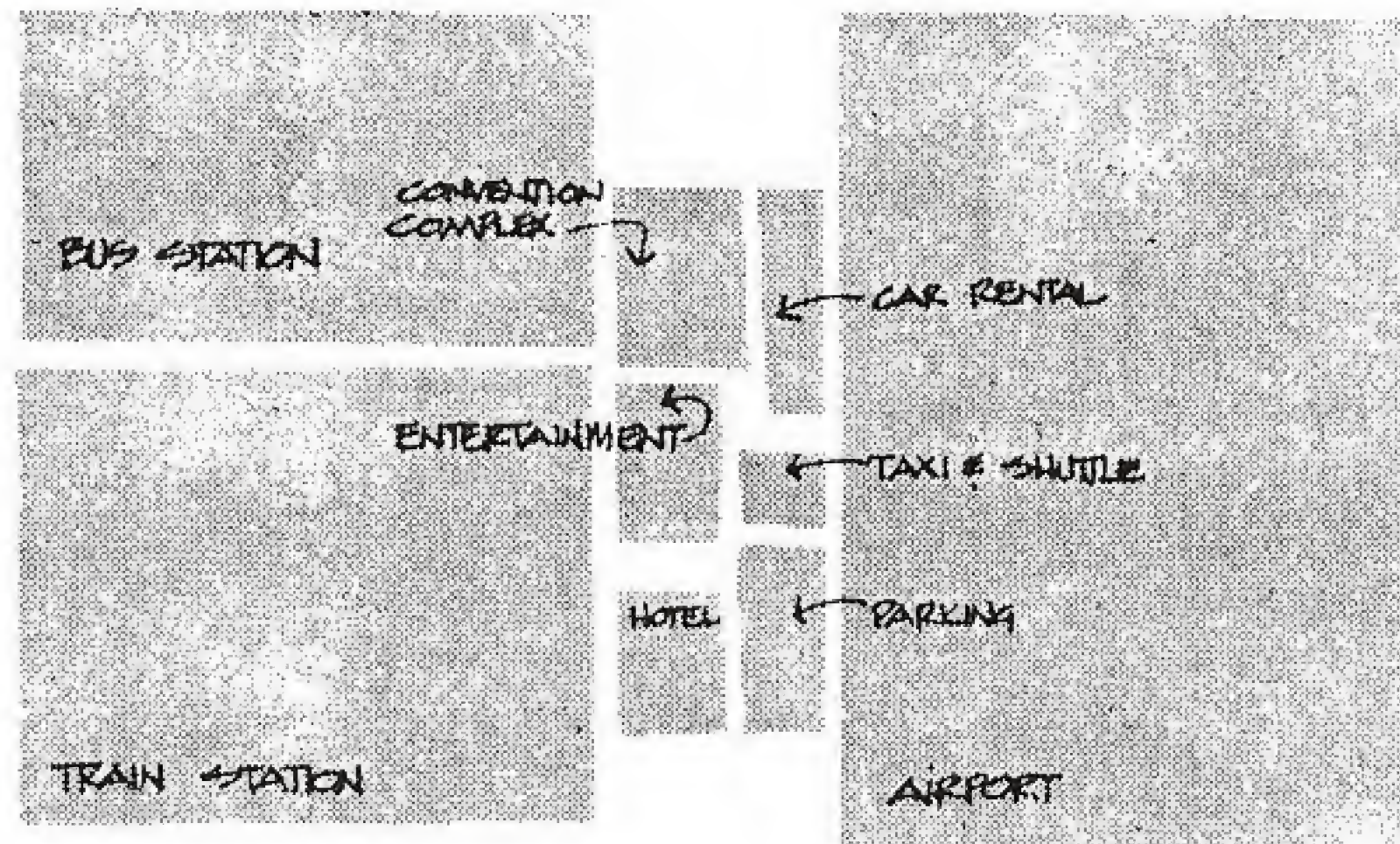
NECESSARY SEPARATION

CRITICAL SEPARATION

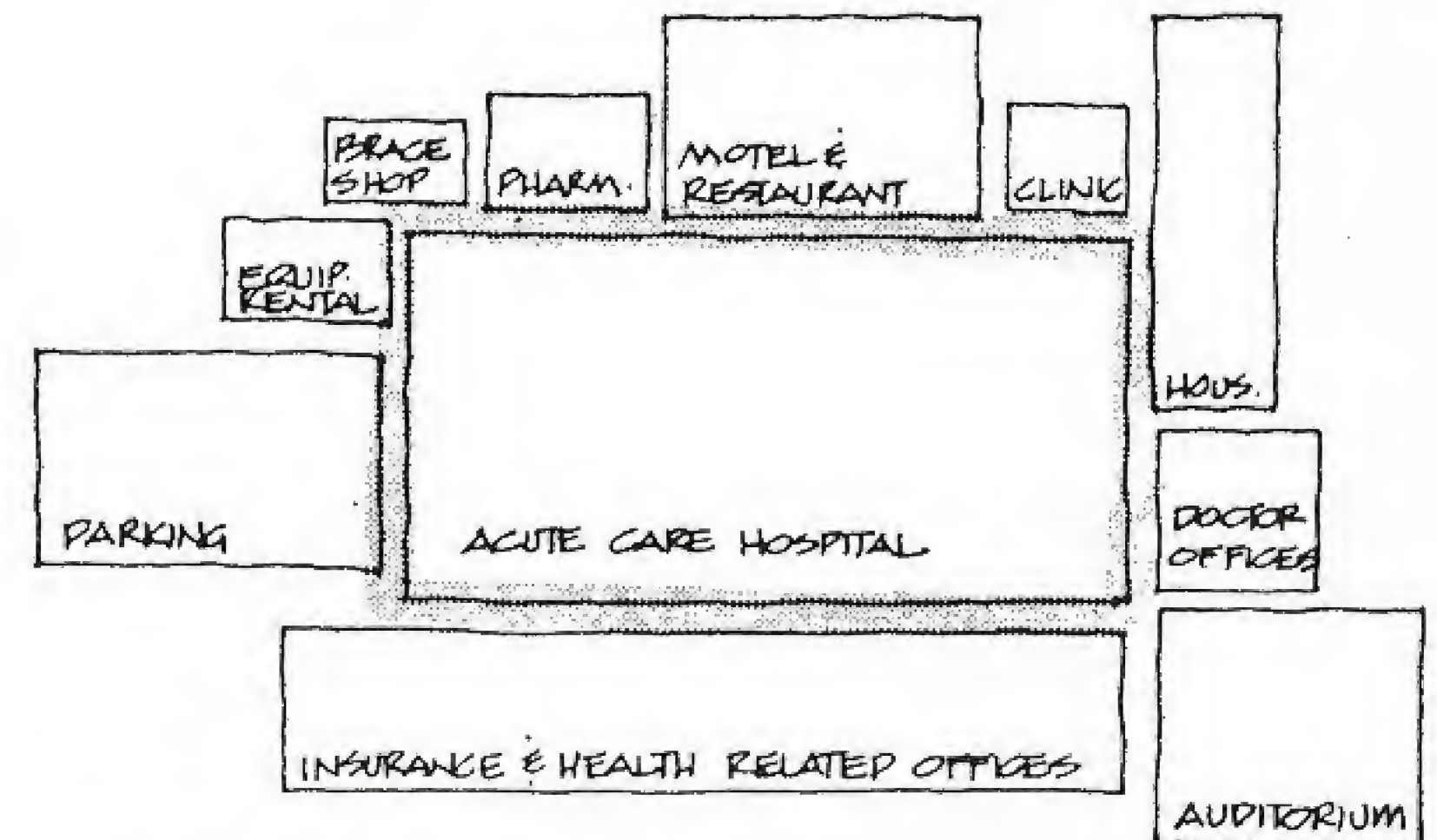




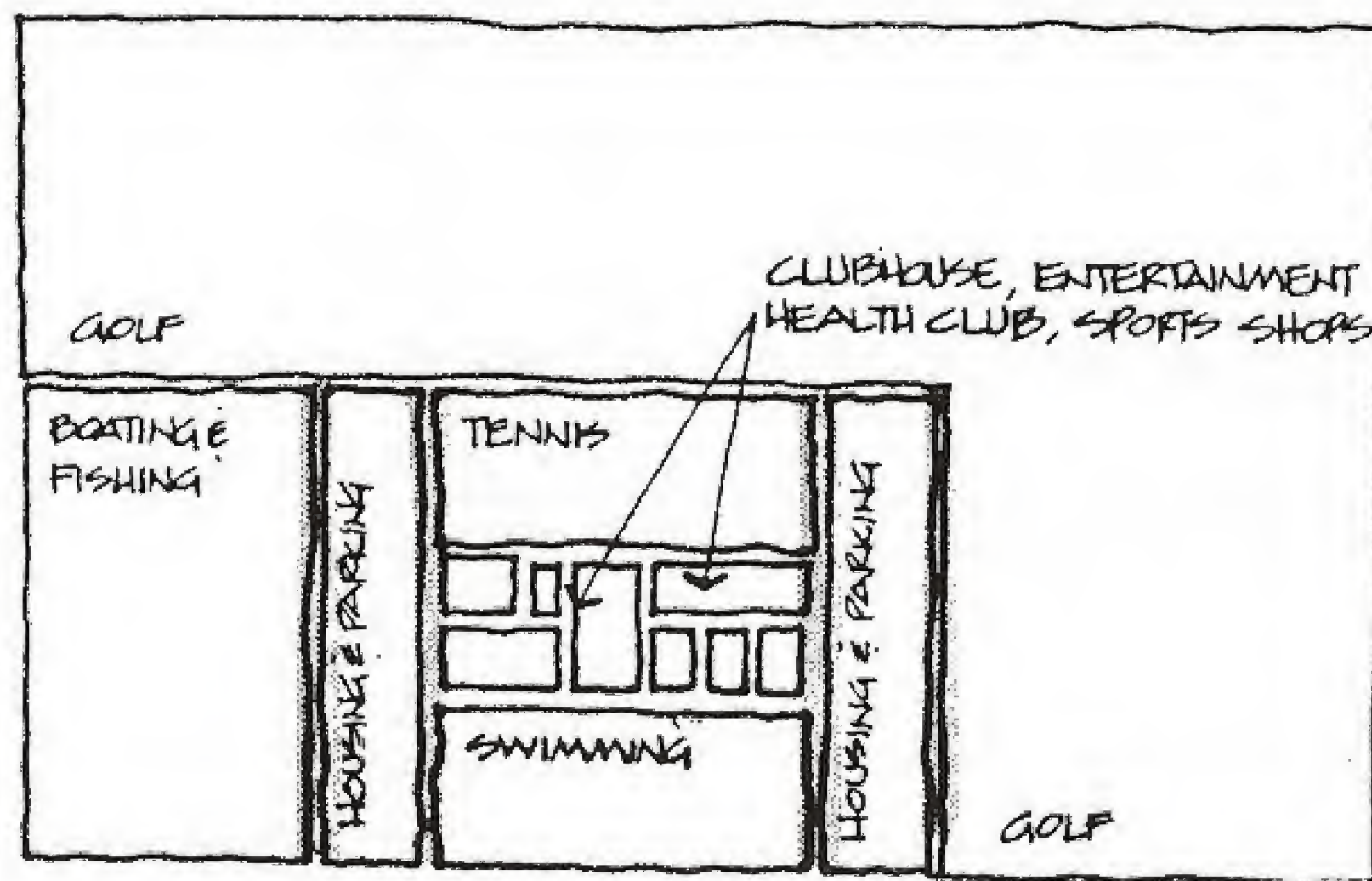
# Similarity in General Role



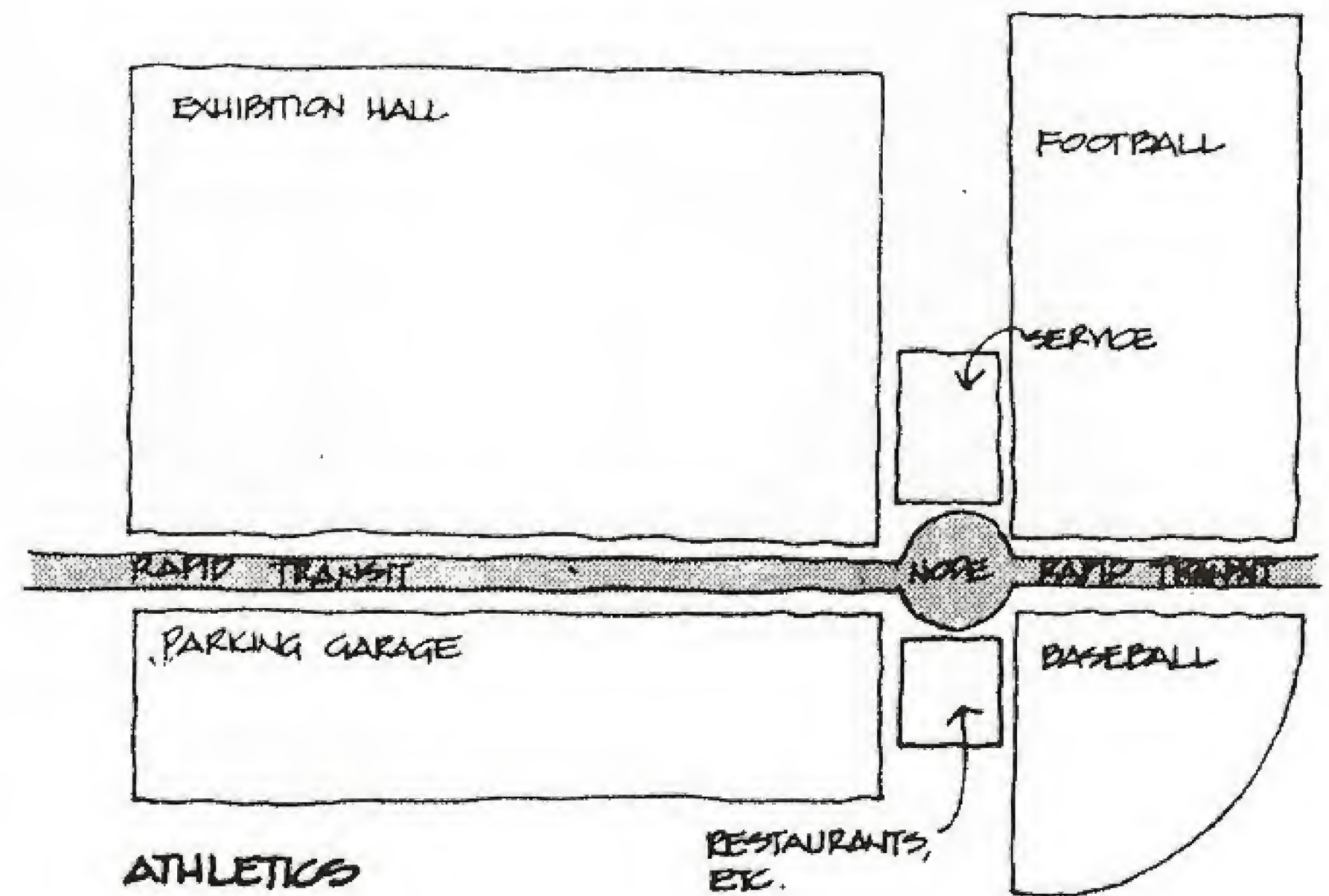
TRANSPORTATION



HEALTH CARE

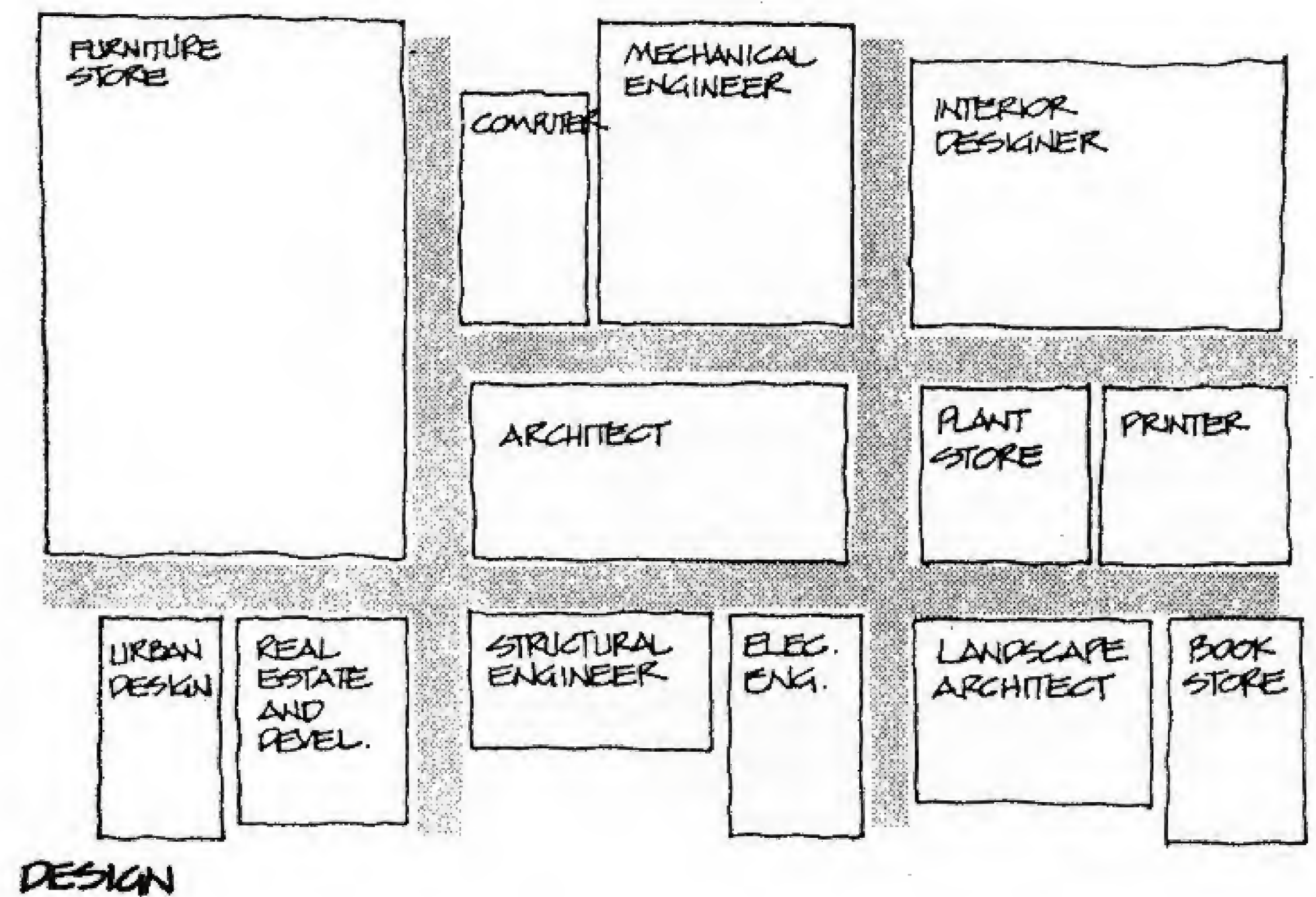
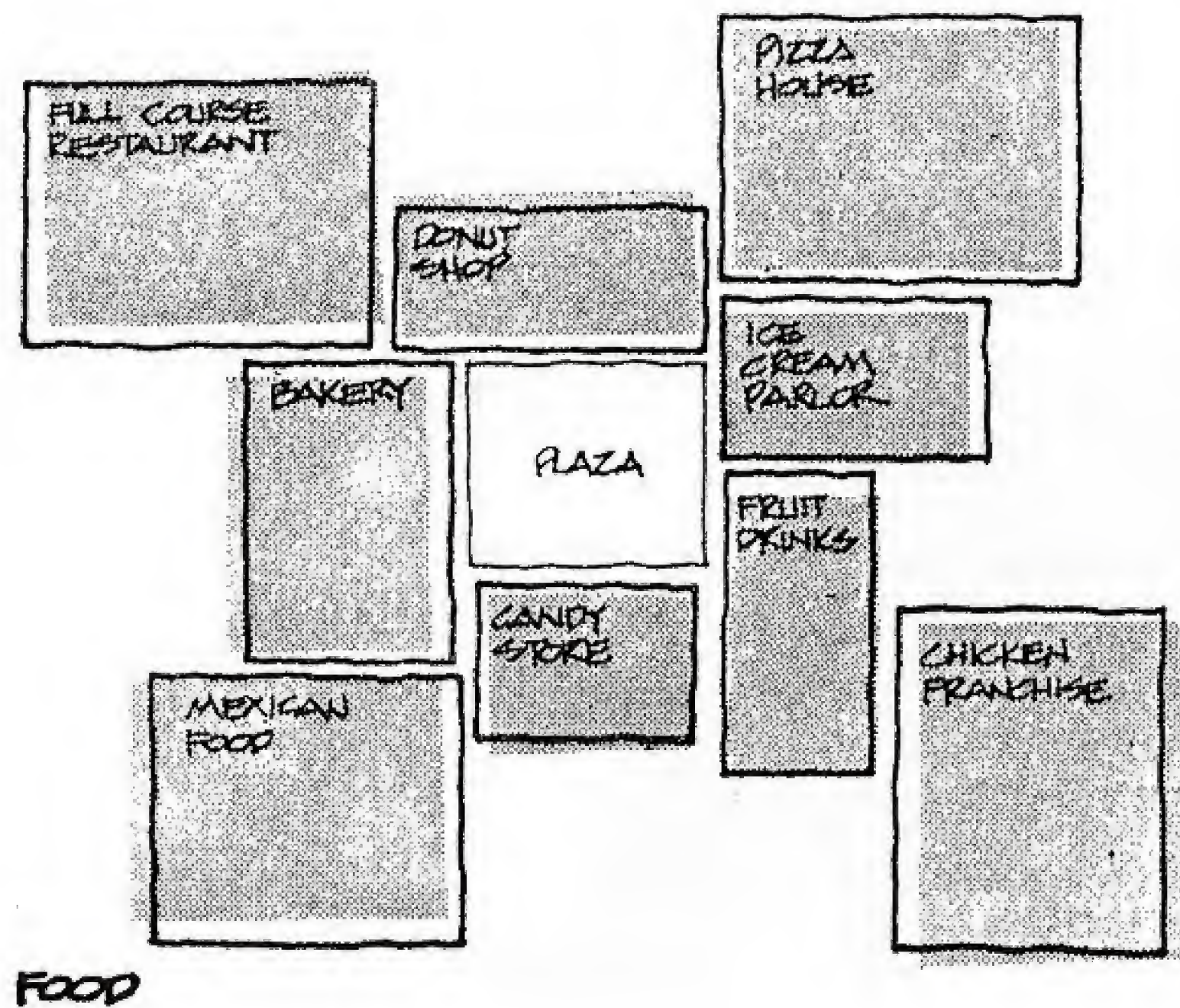


RECREATION

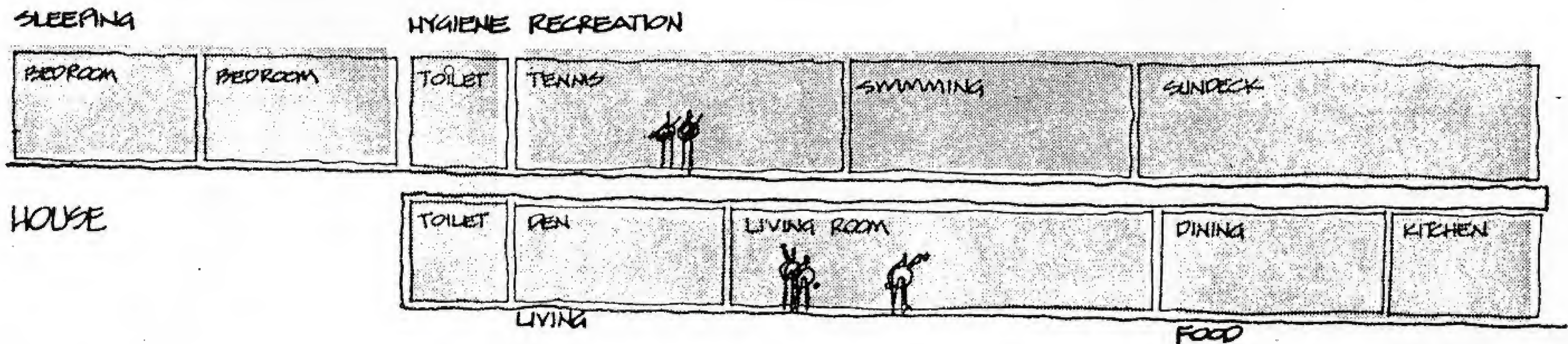


ATHLETICS

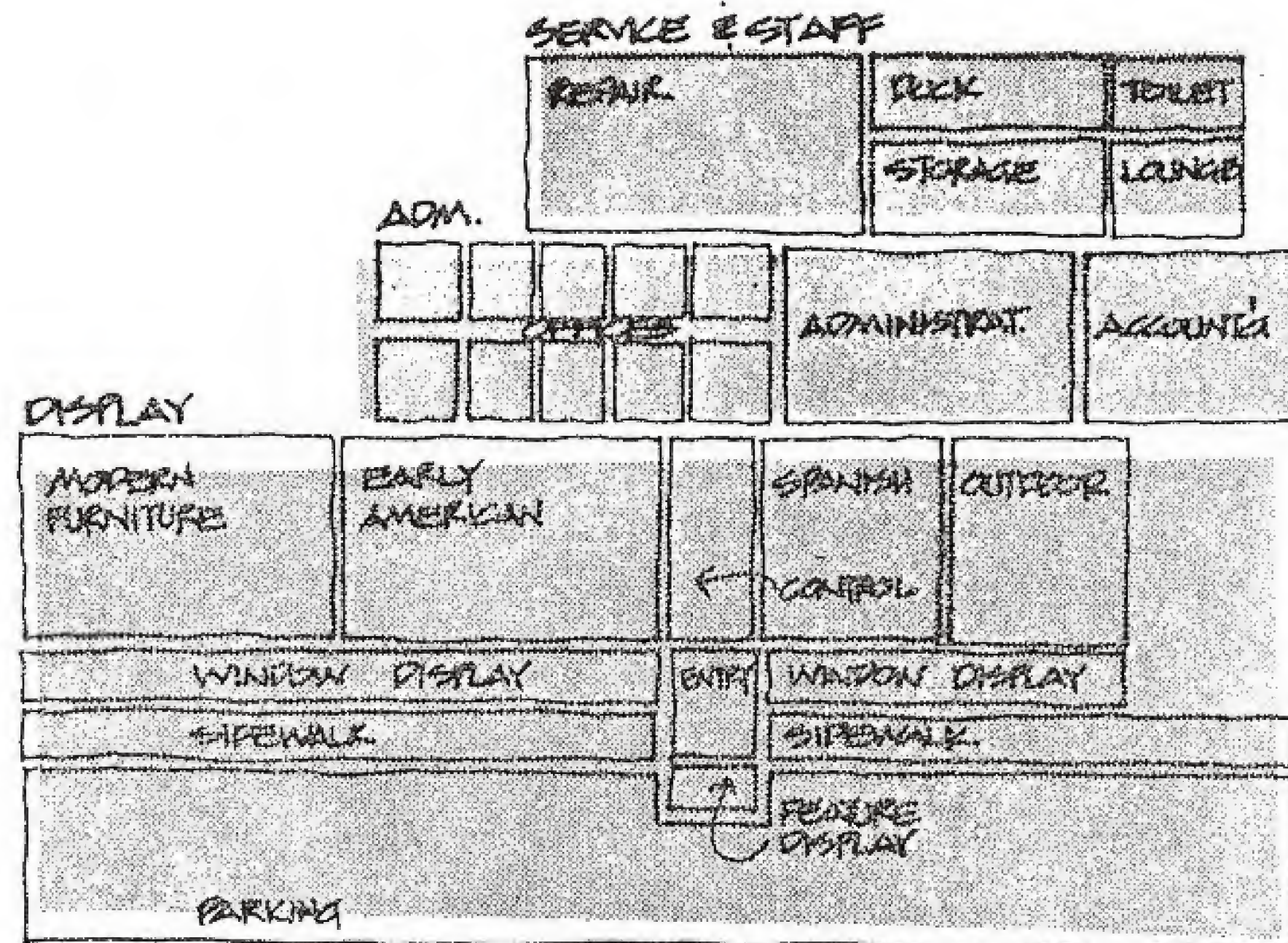




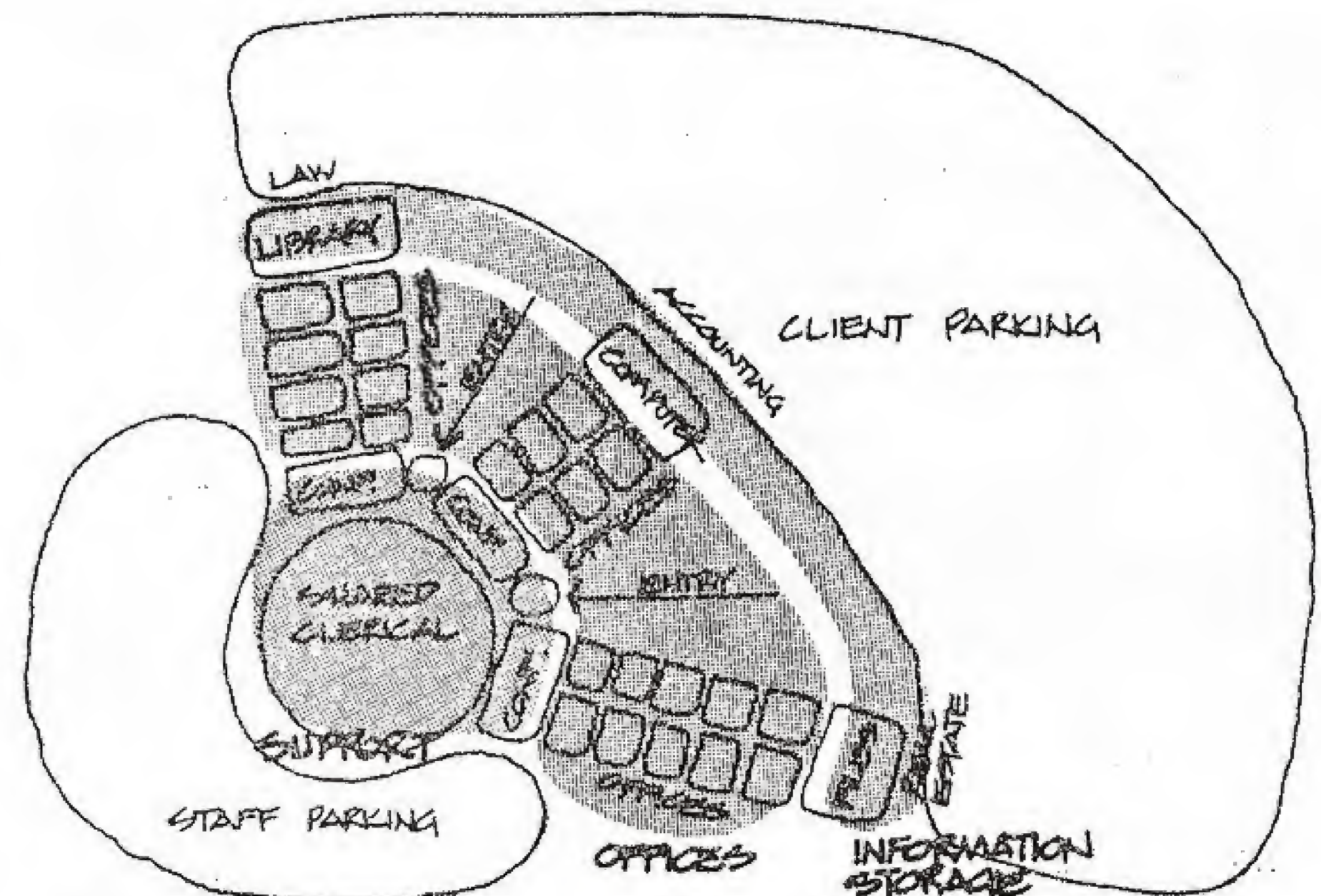
## Relatedness to Departments, Goals and Systems



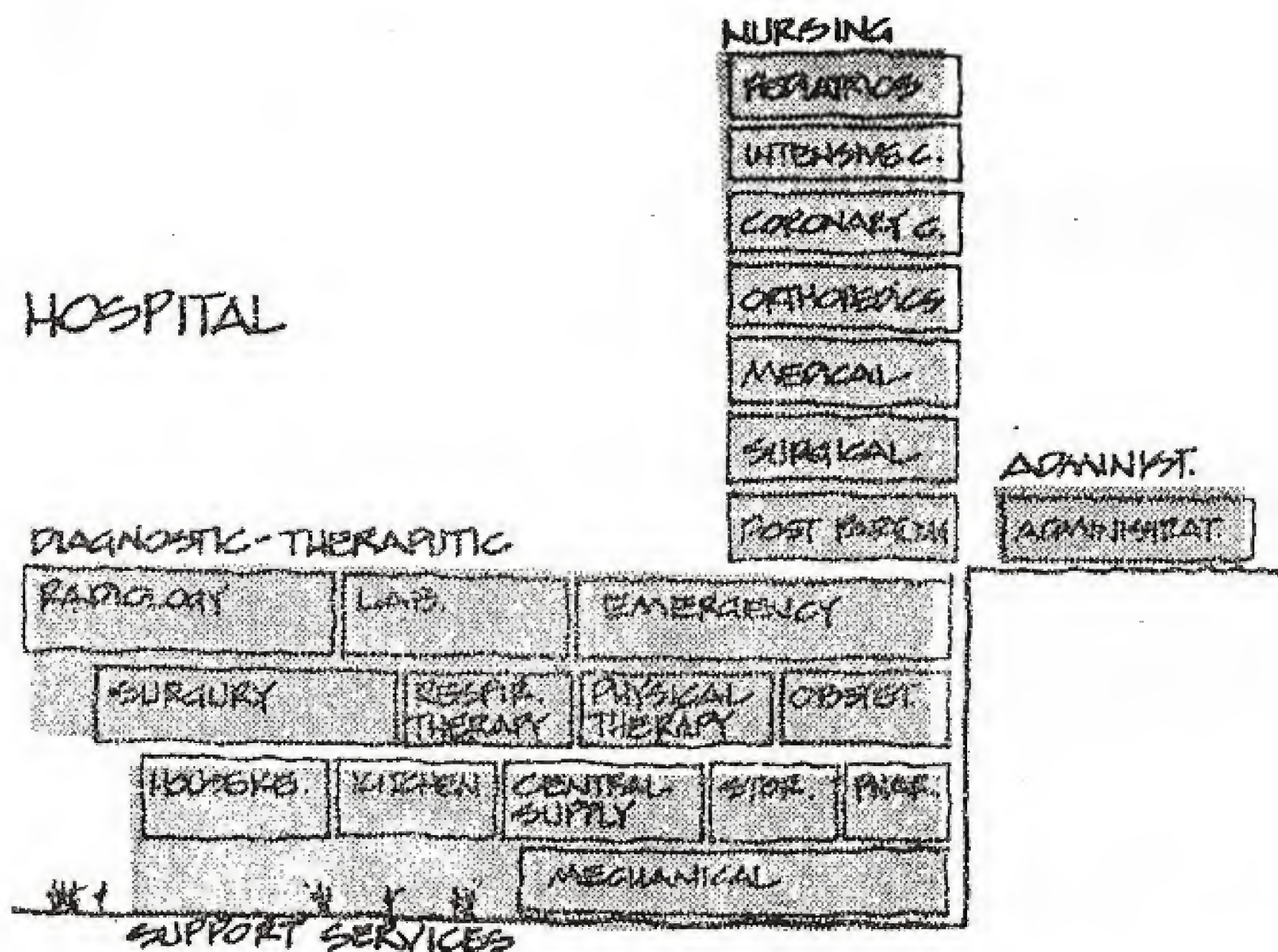




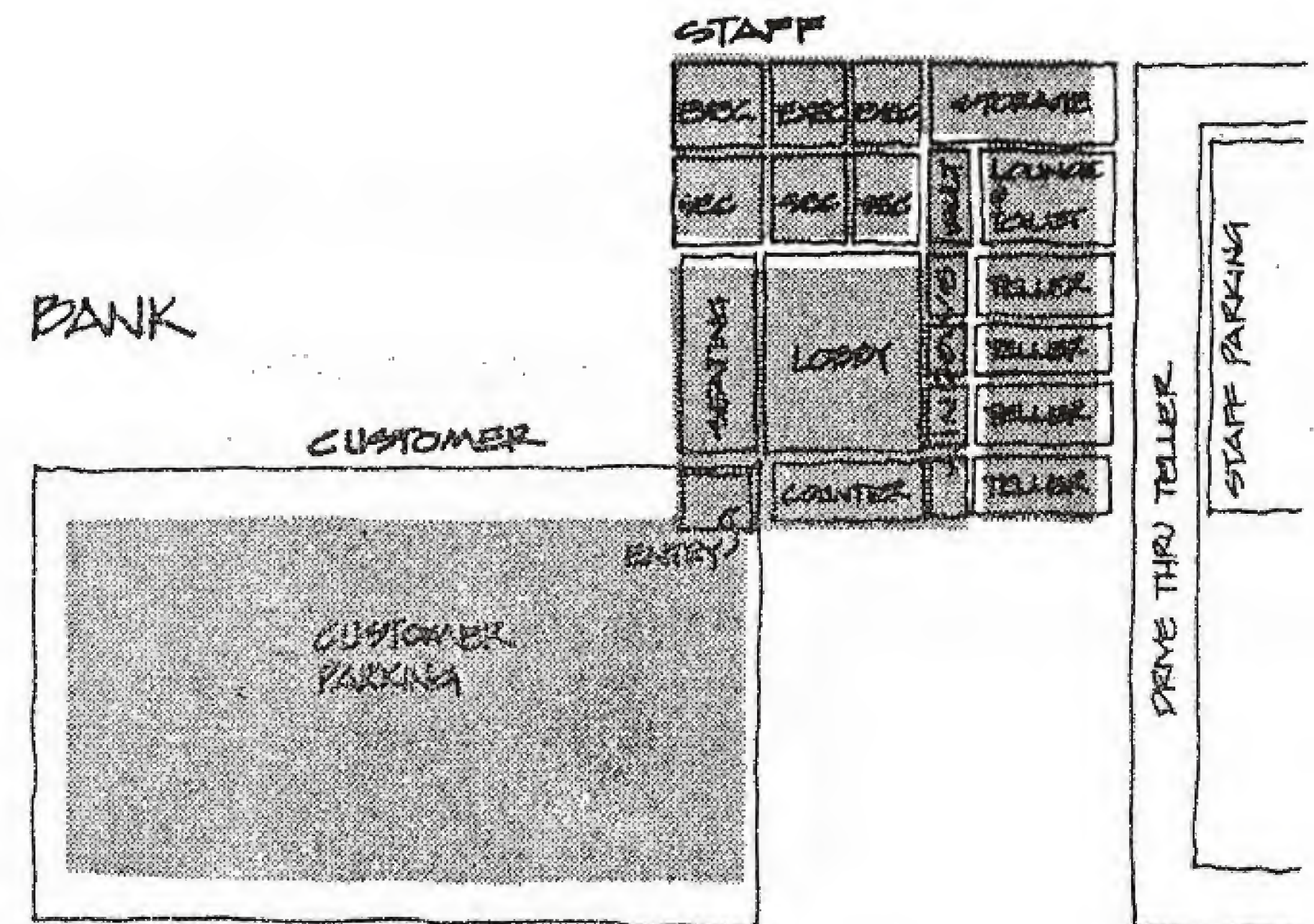
FURNITURE



MANAGEMENT CONSULTANTS

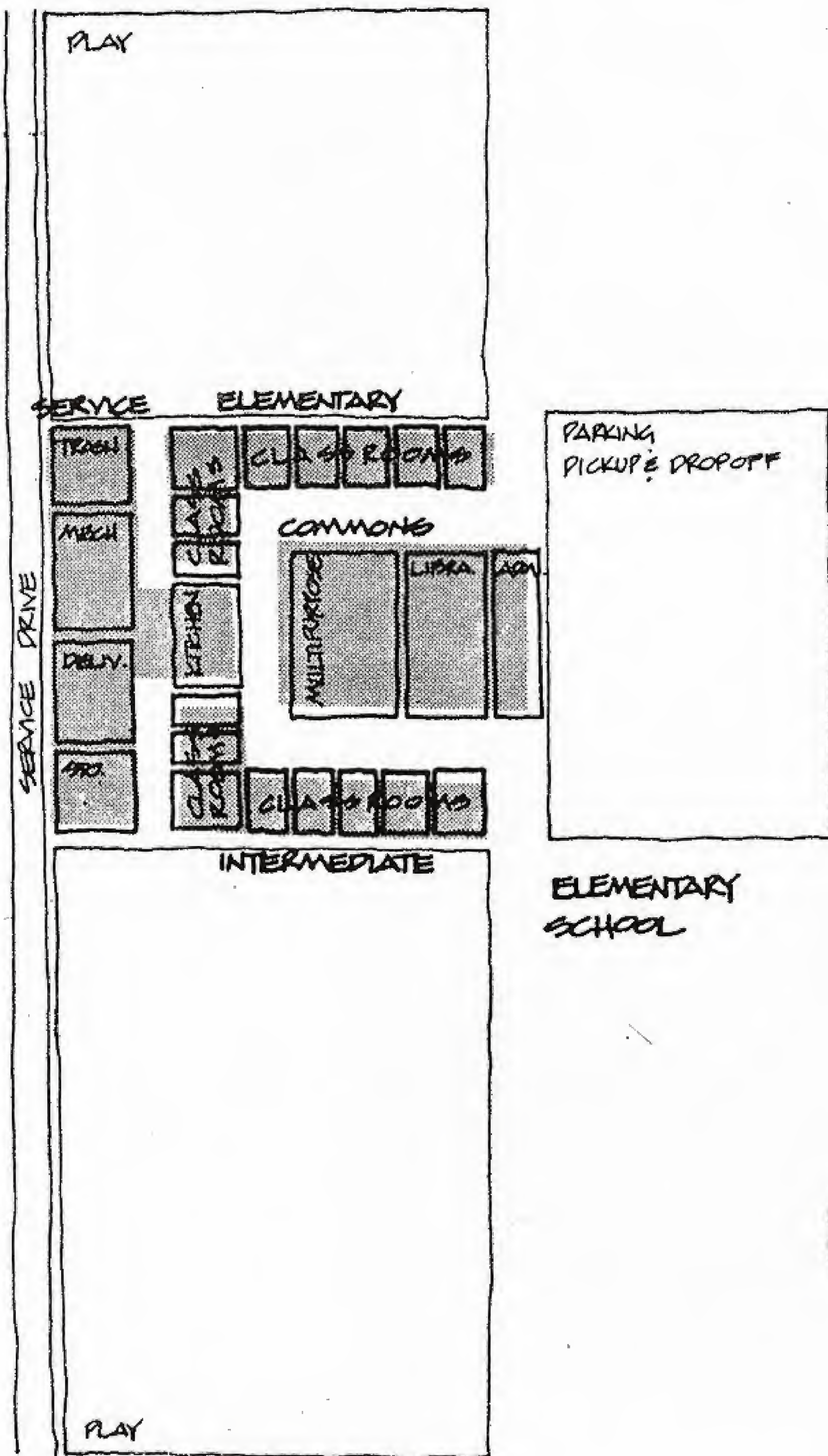


HOSPITAL

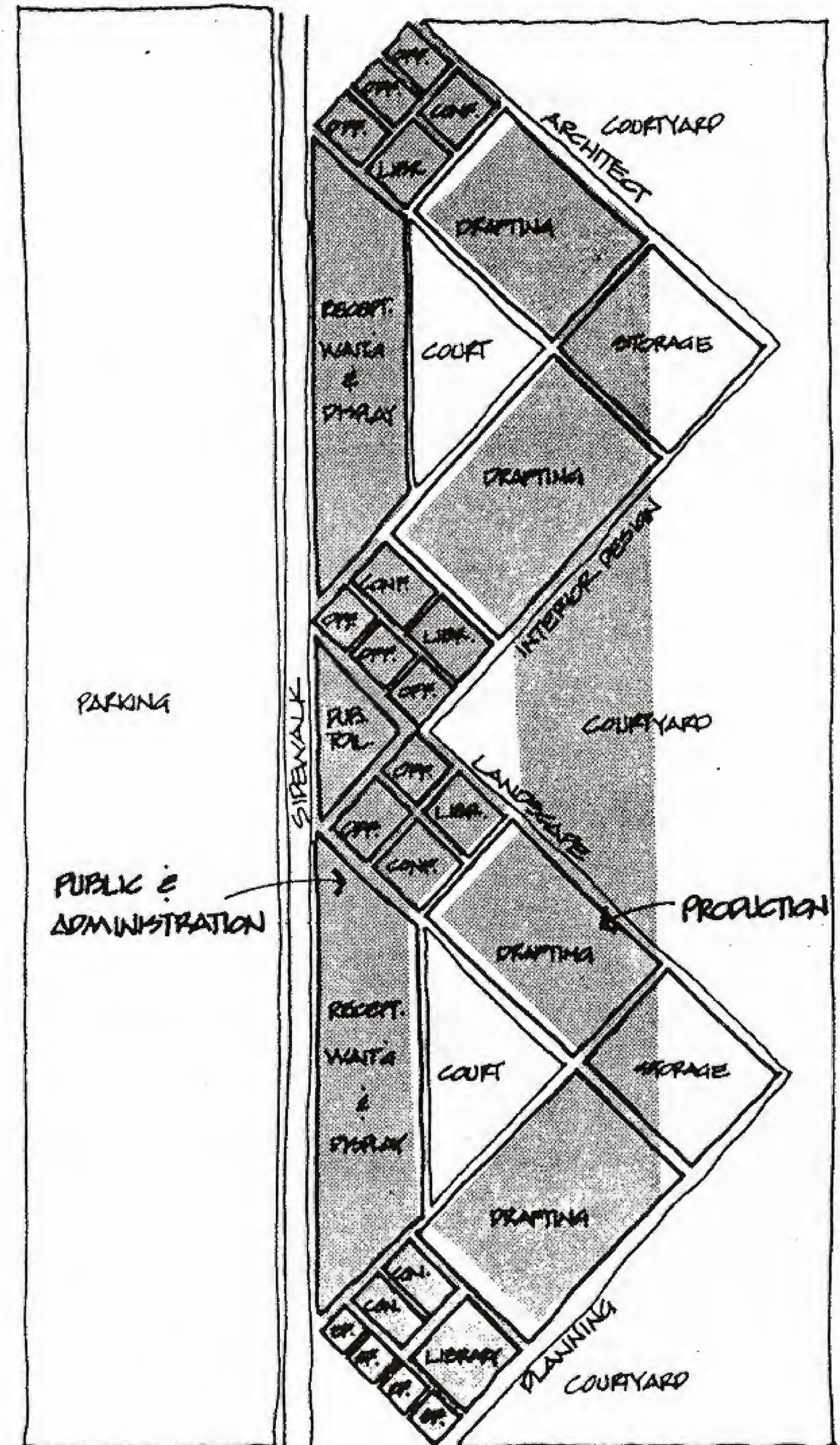


BANK

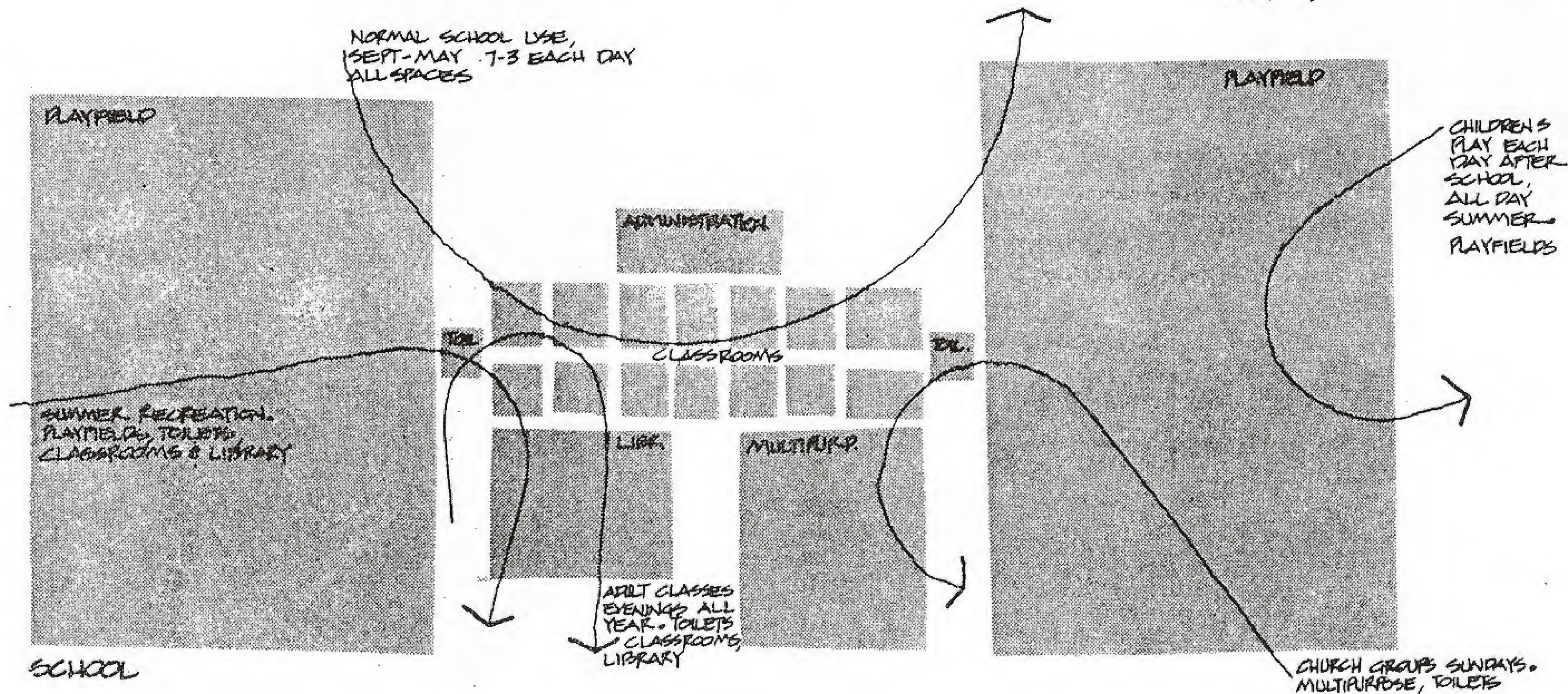
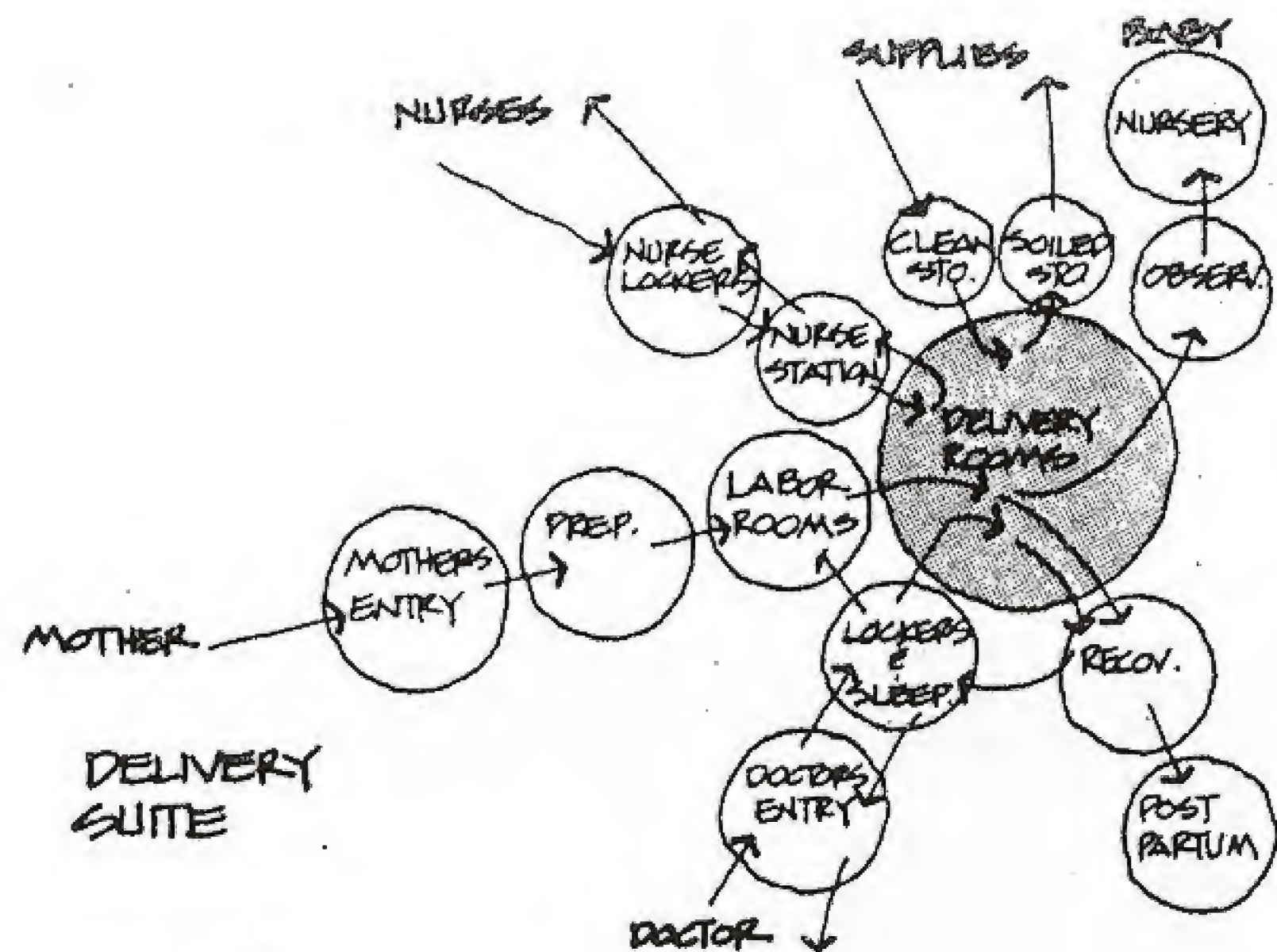
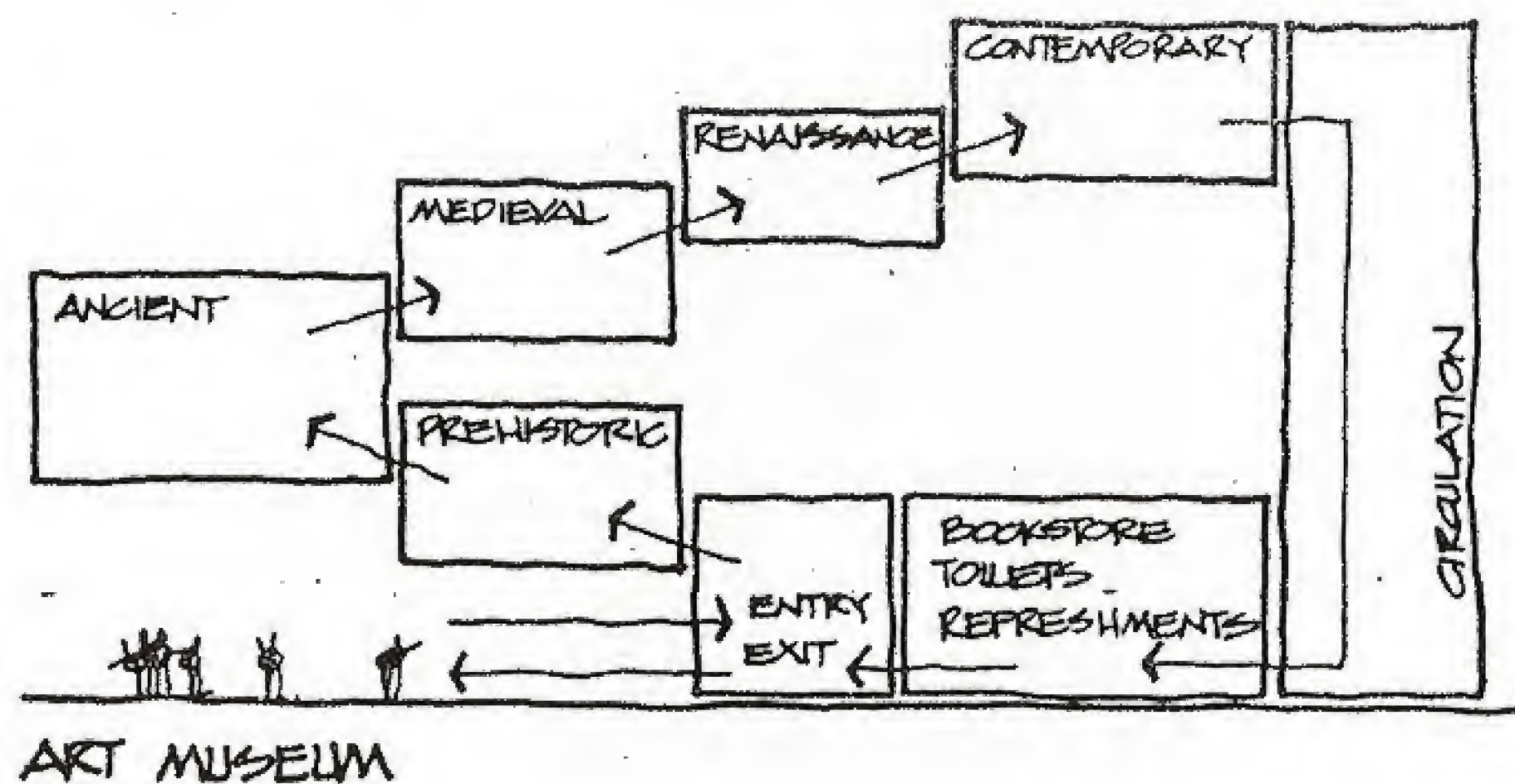




DESIGNER PLAZA

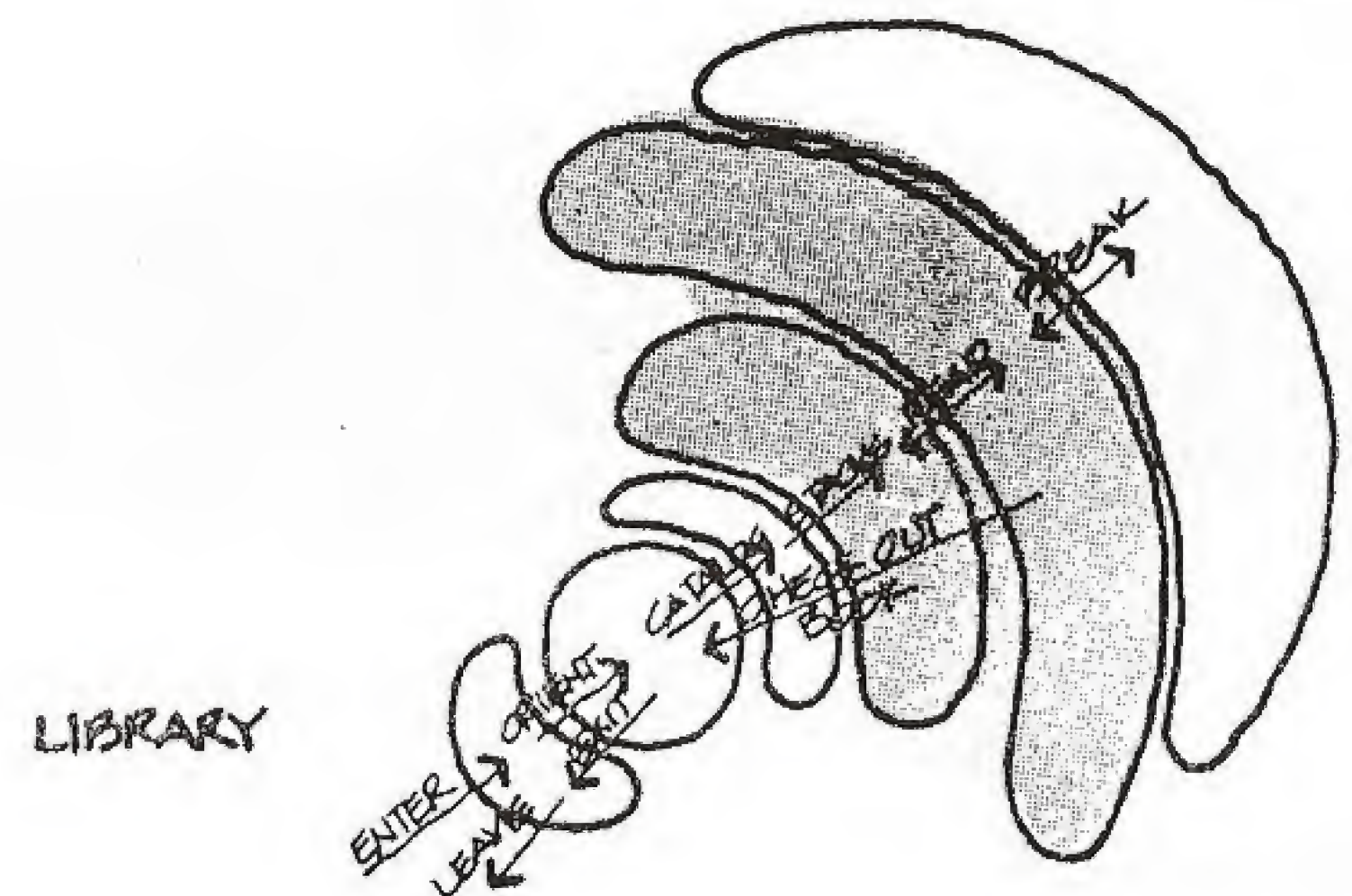
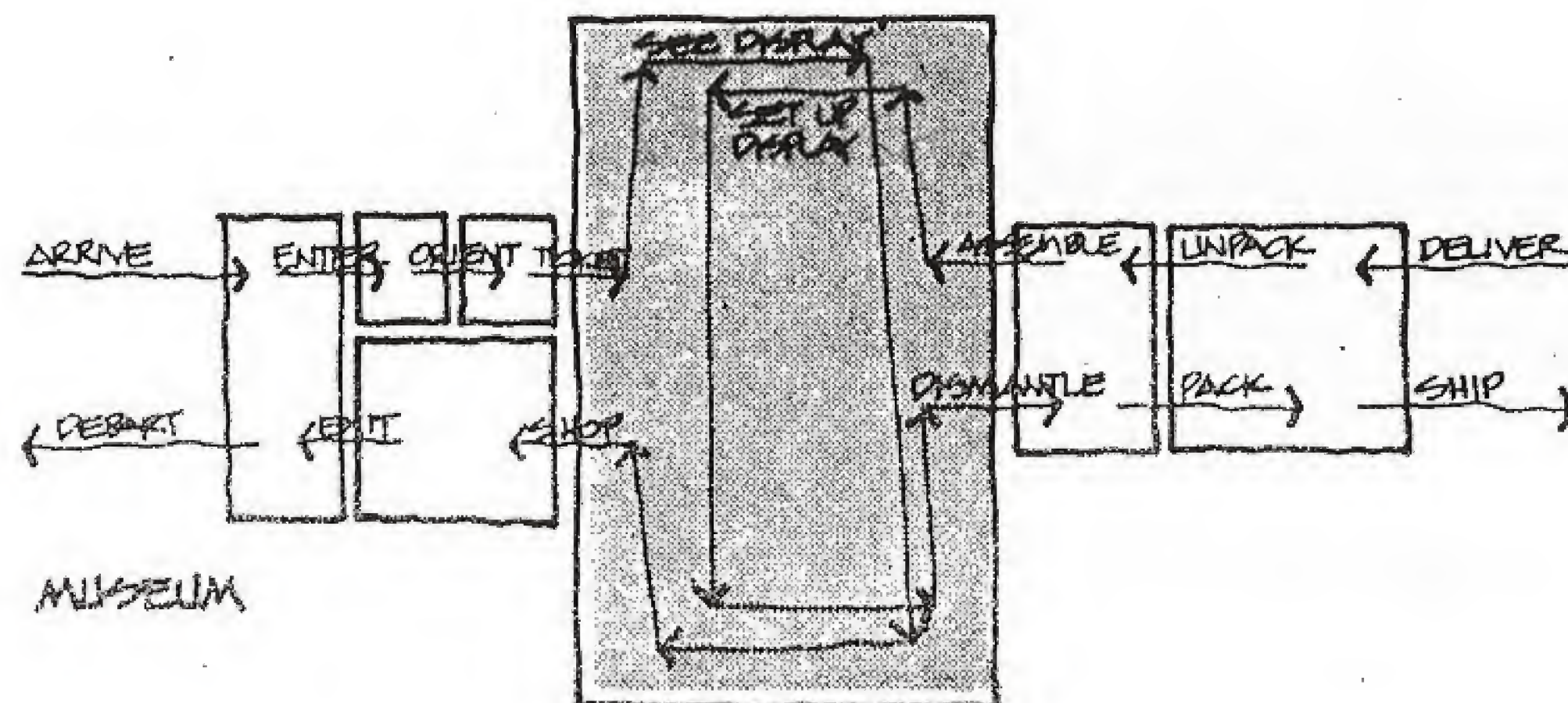
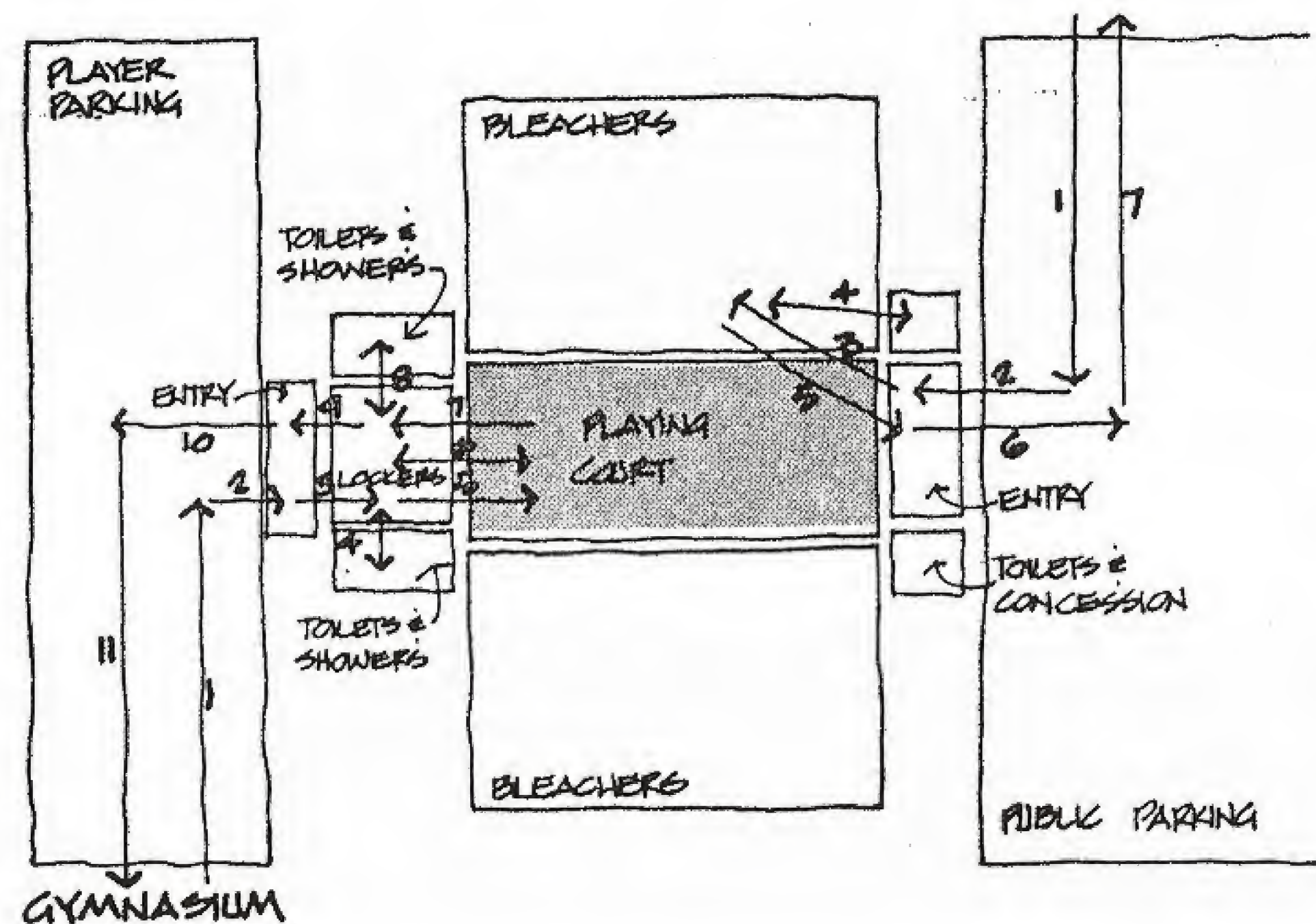
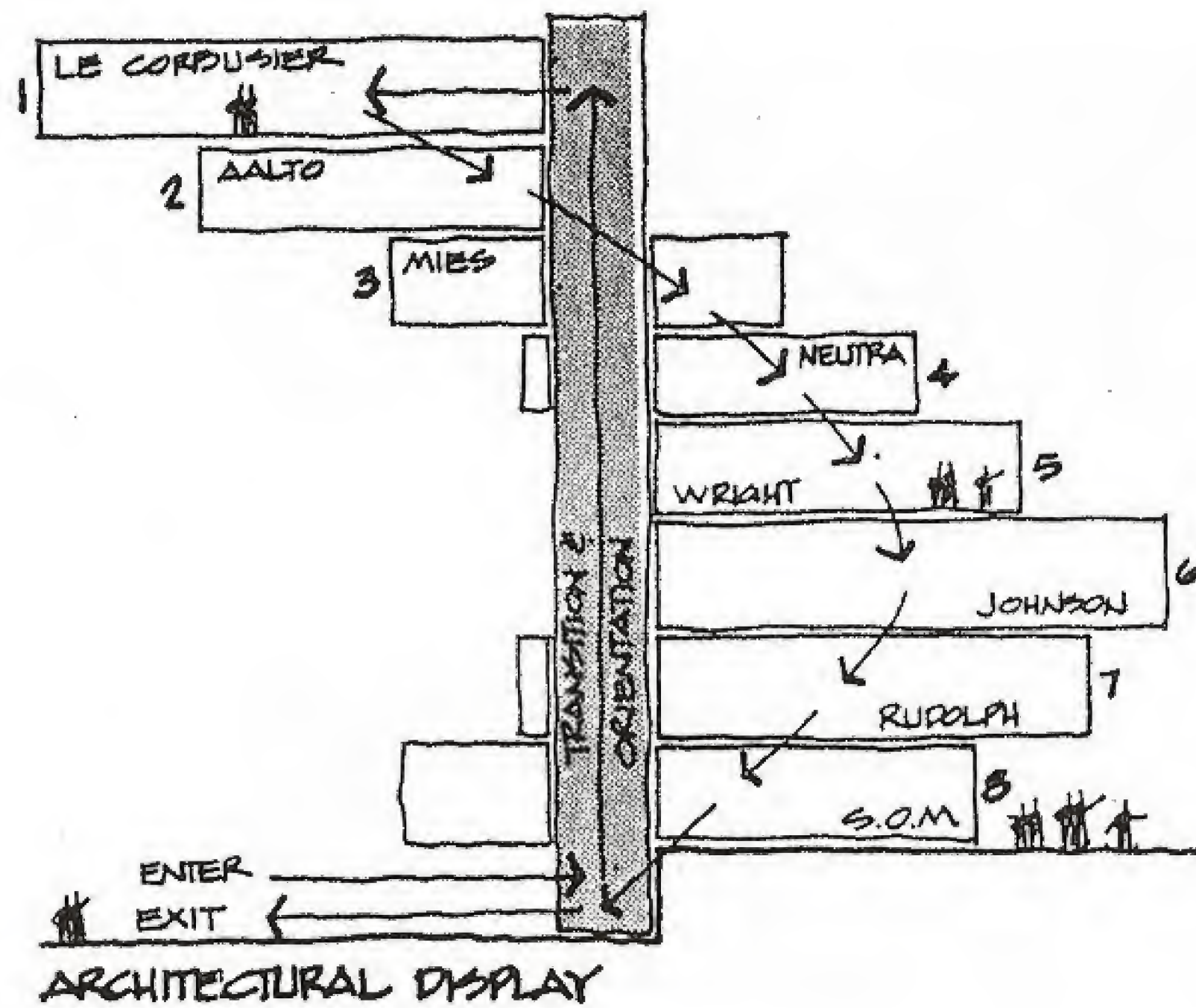








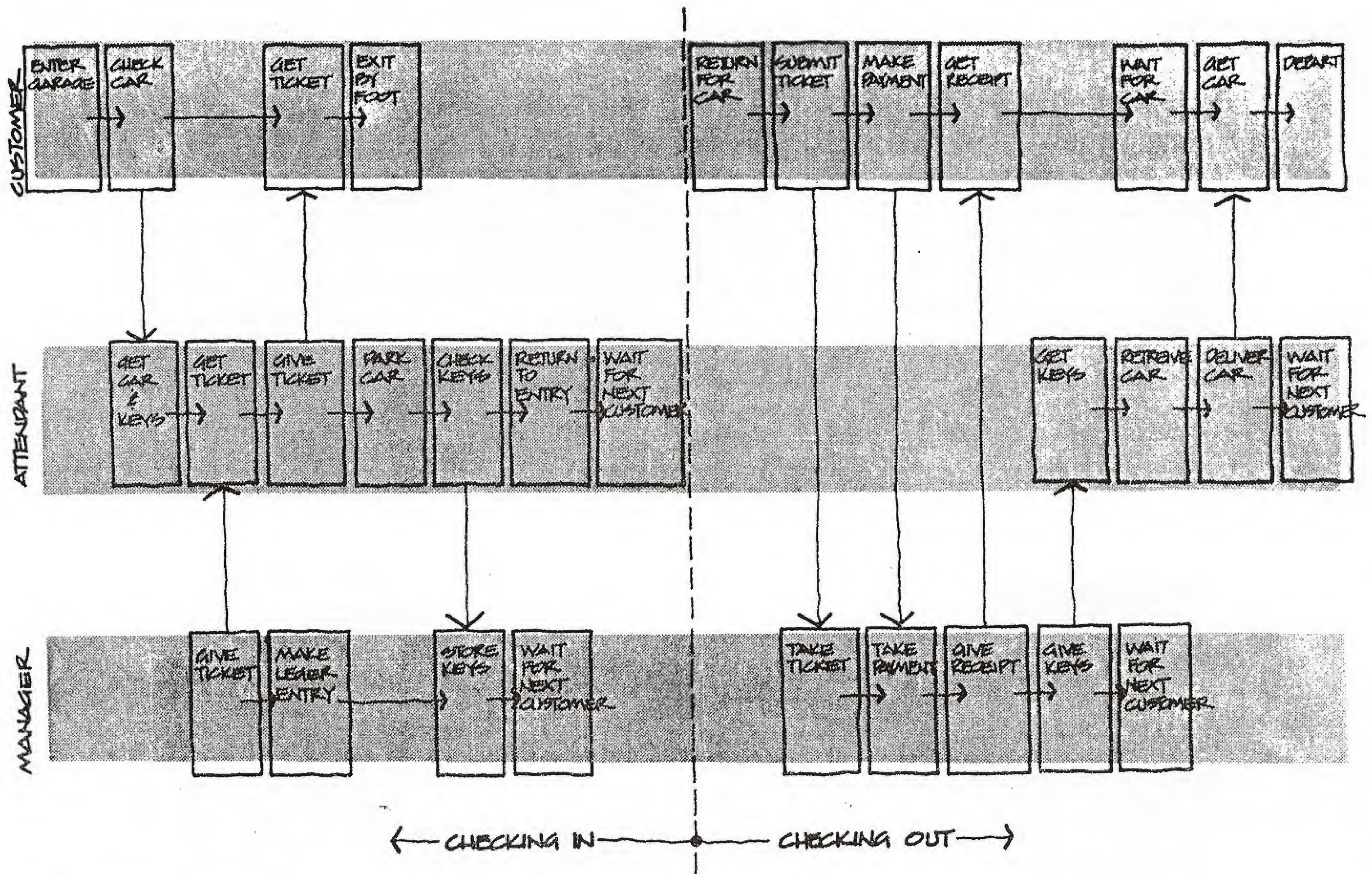
# Sequence in Time





MOST BUILDINGS ARE A SYNTHESIS OF SYSTEMS THAT TOUCH AT CERTAIN POINTS.

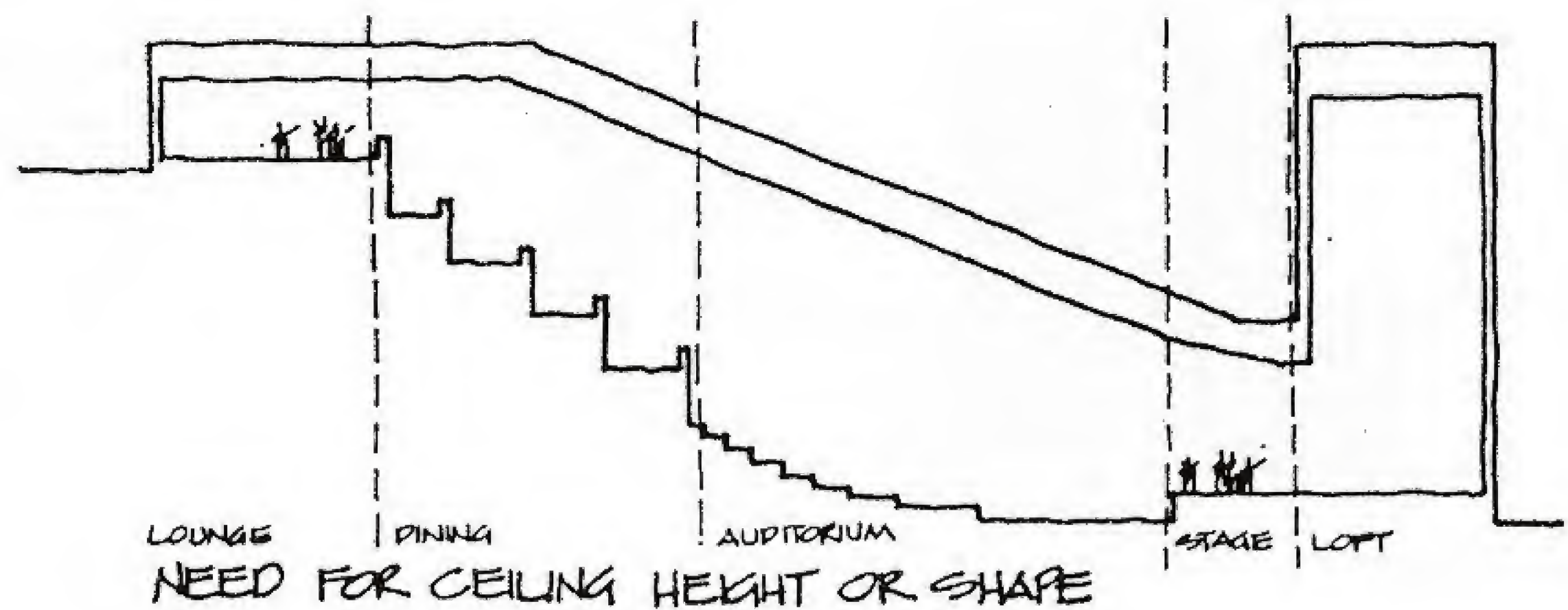
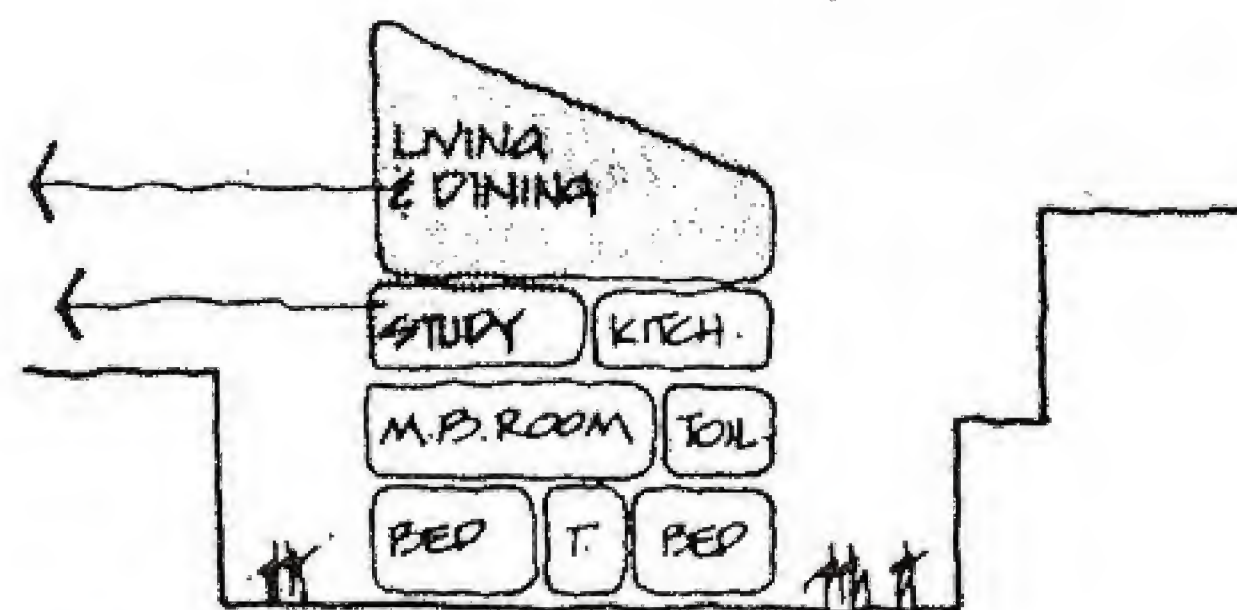
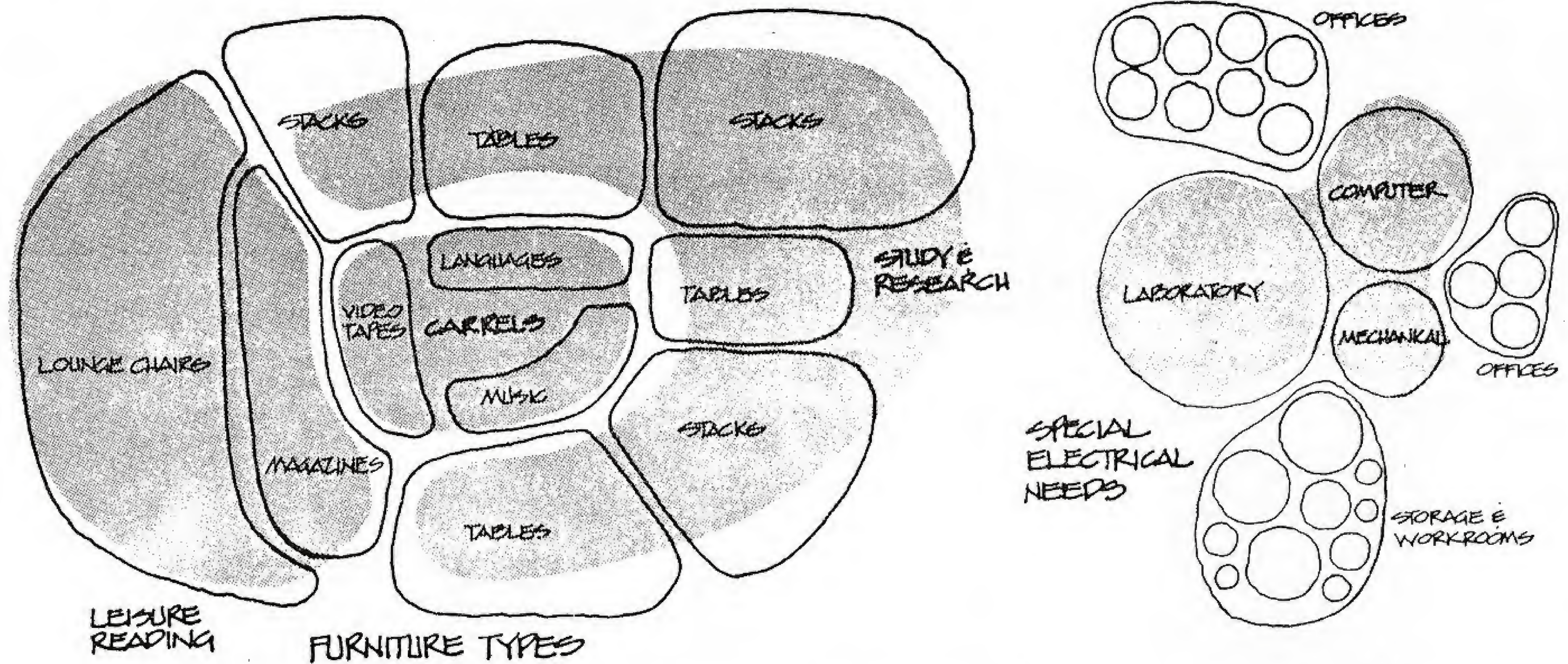
IN ANY BUILDING, THERE ARE USUALLY MAIN ACTIVITY SEQUENCES AND FEEDER OR SUPPORTING SEQUENCES.



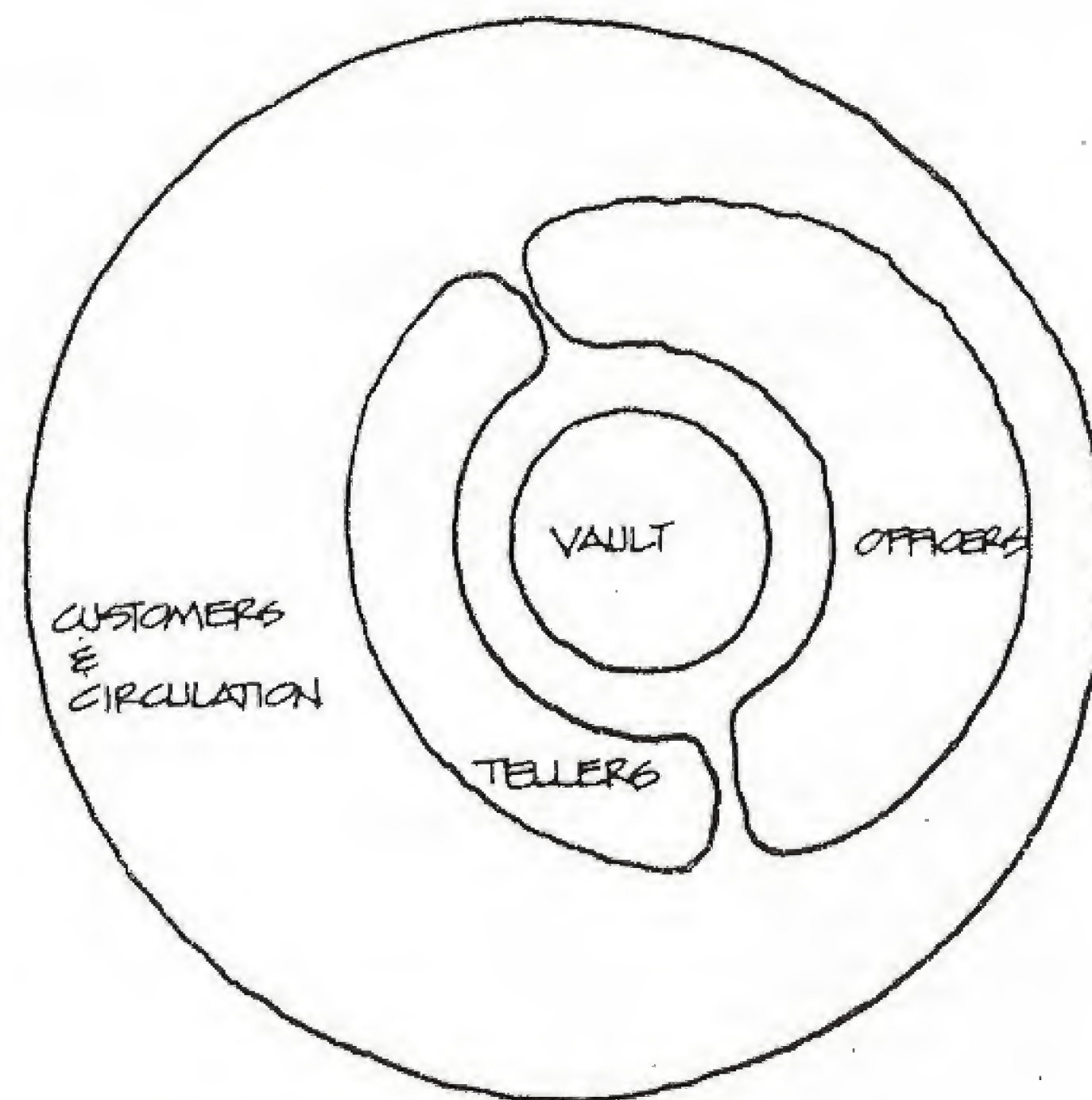
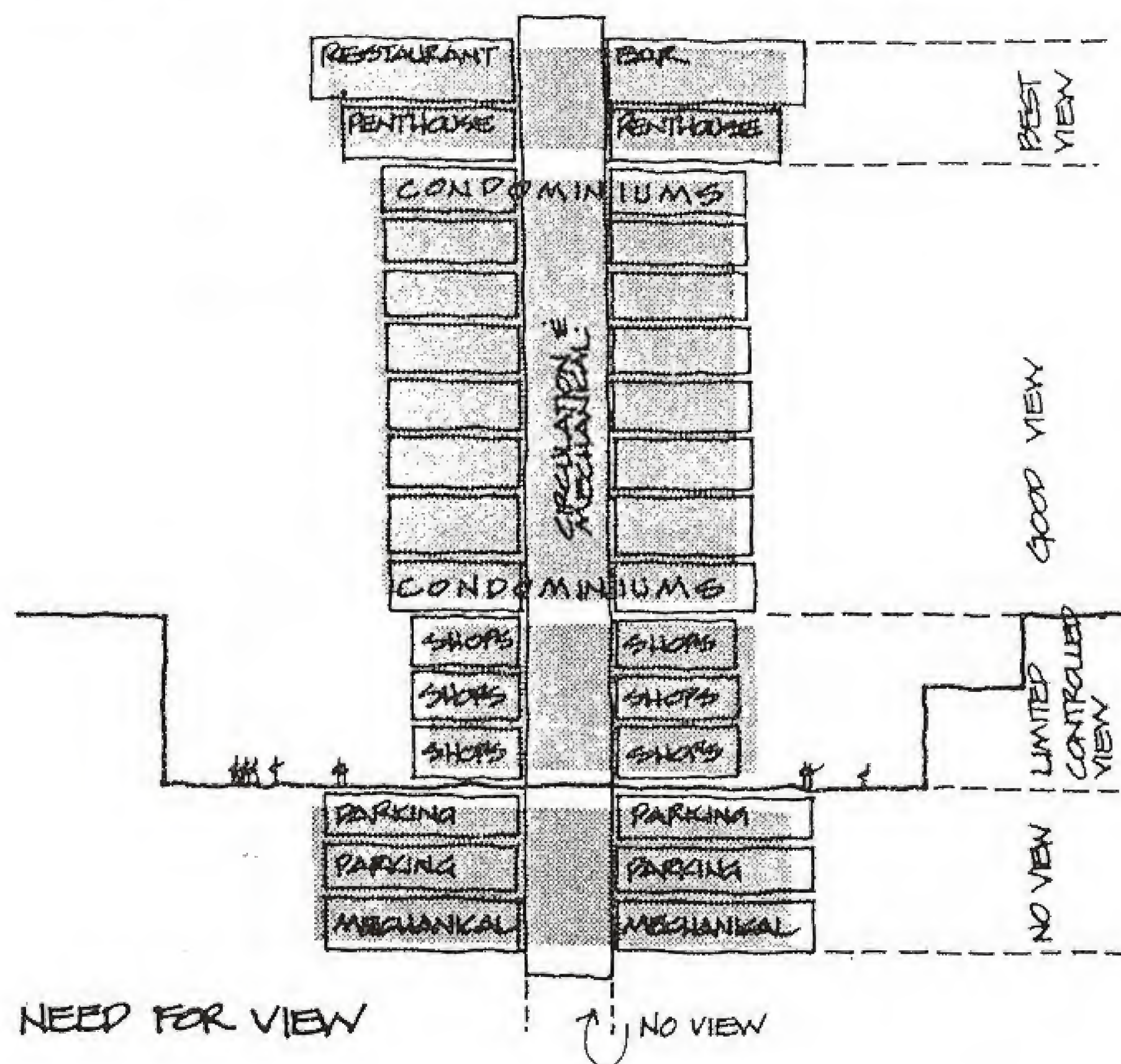
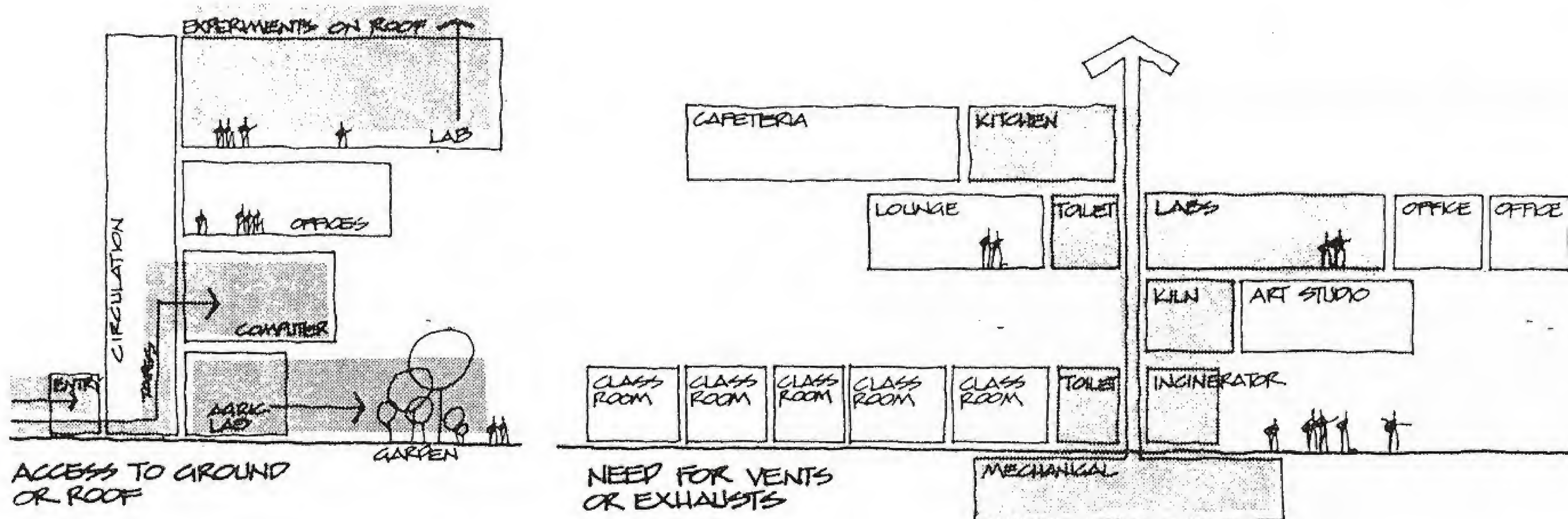
PARKING GARAGE



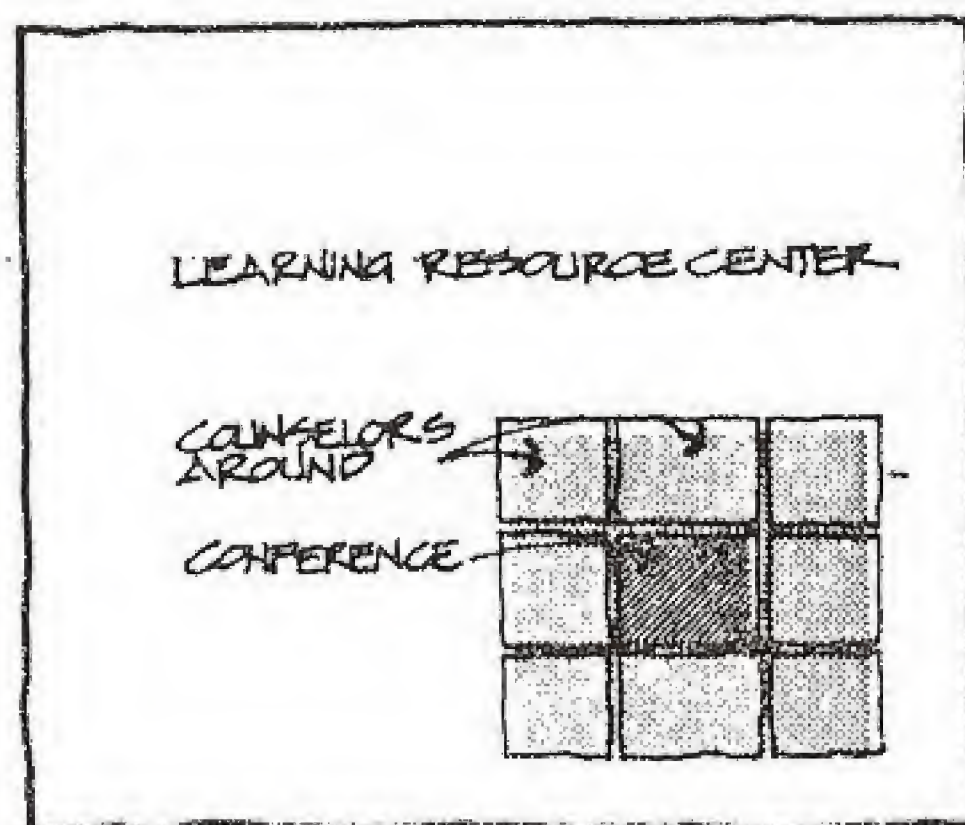
# Required Environments



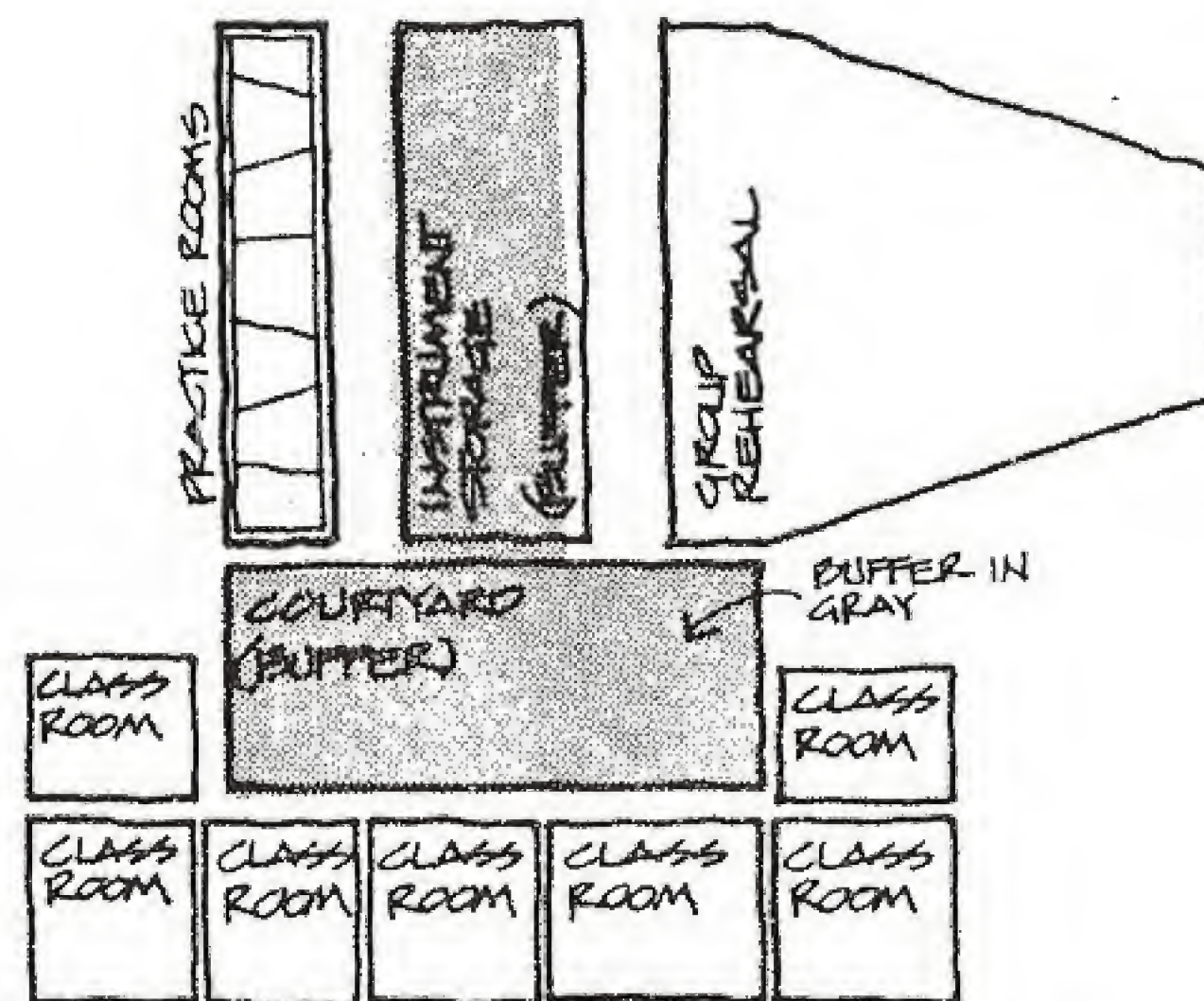




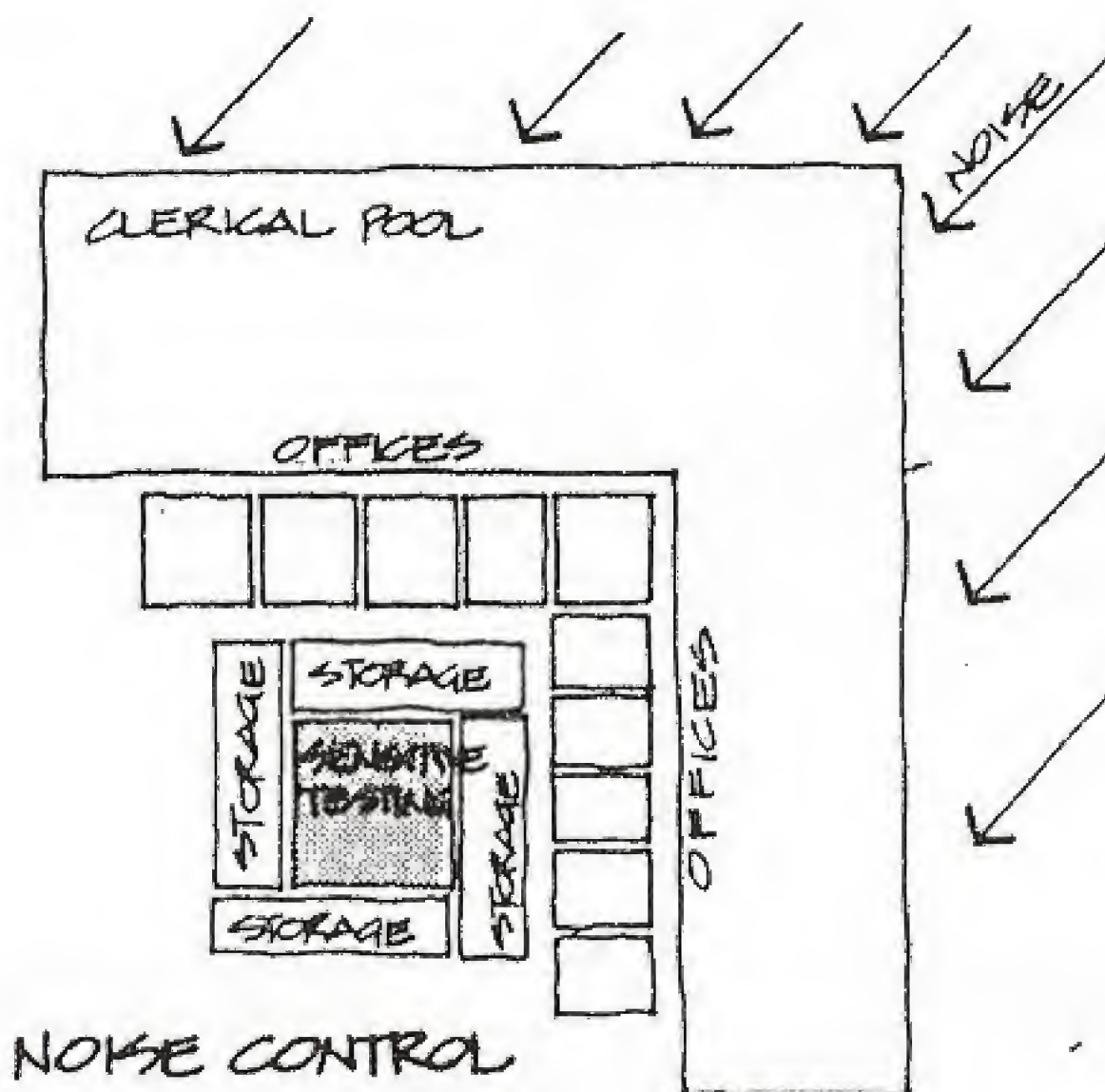




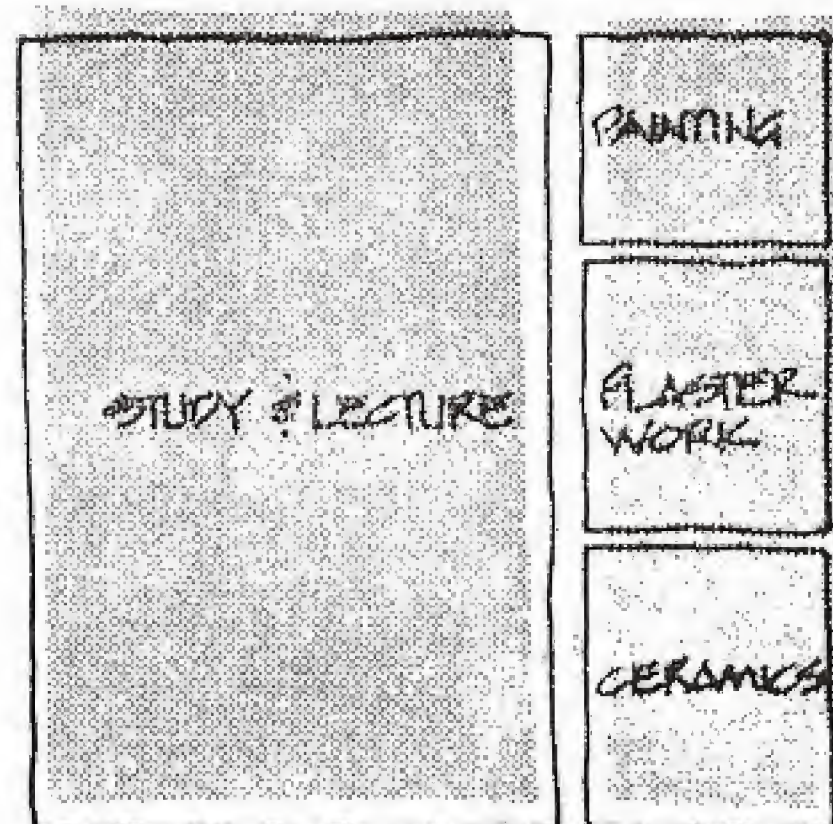
NEED FOR VISUAL & SOUND PRIVACY



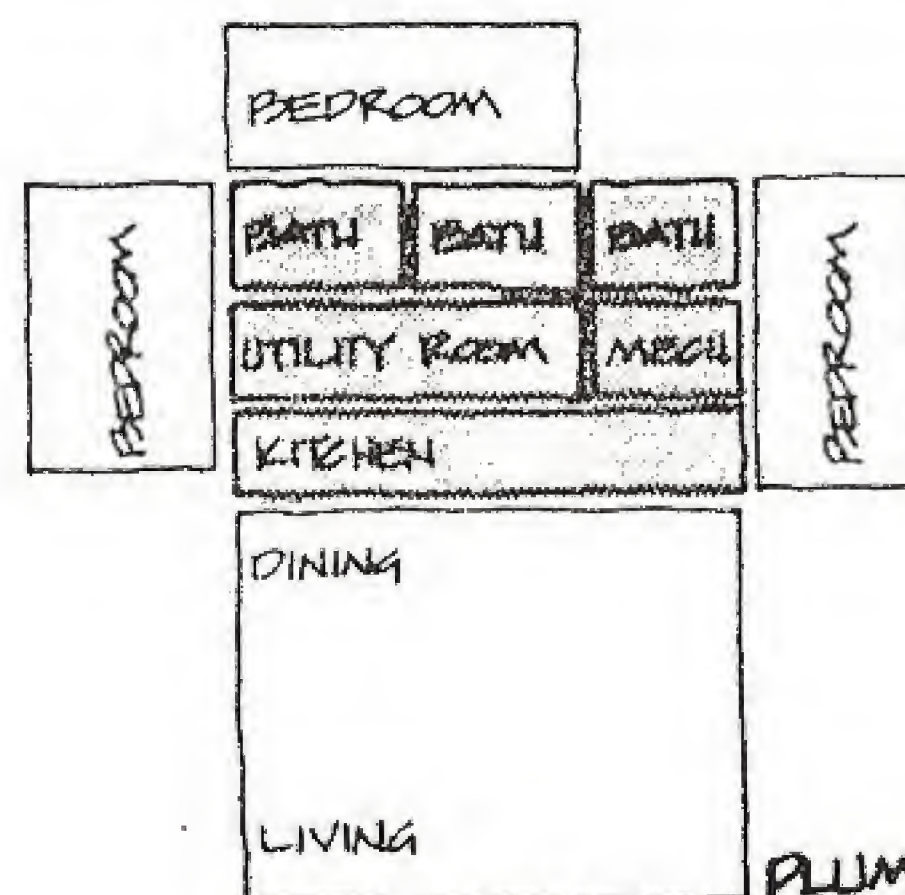
NEED FOR ACOUSTIC CONTROL



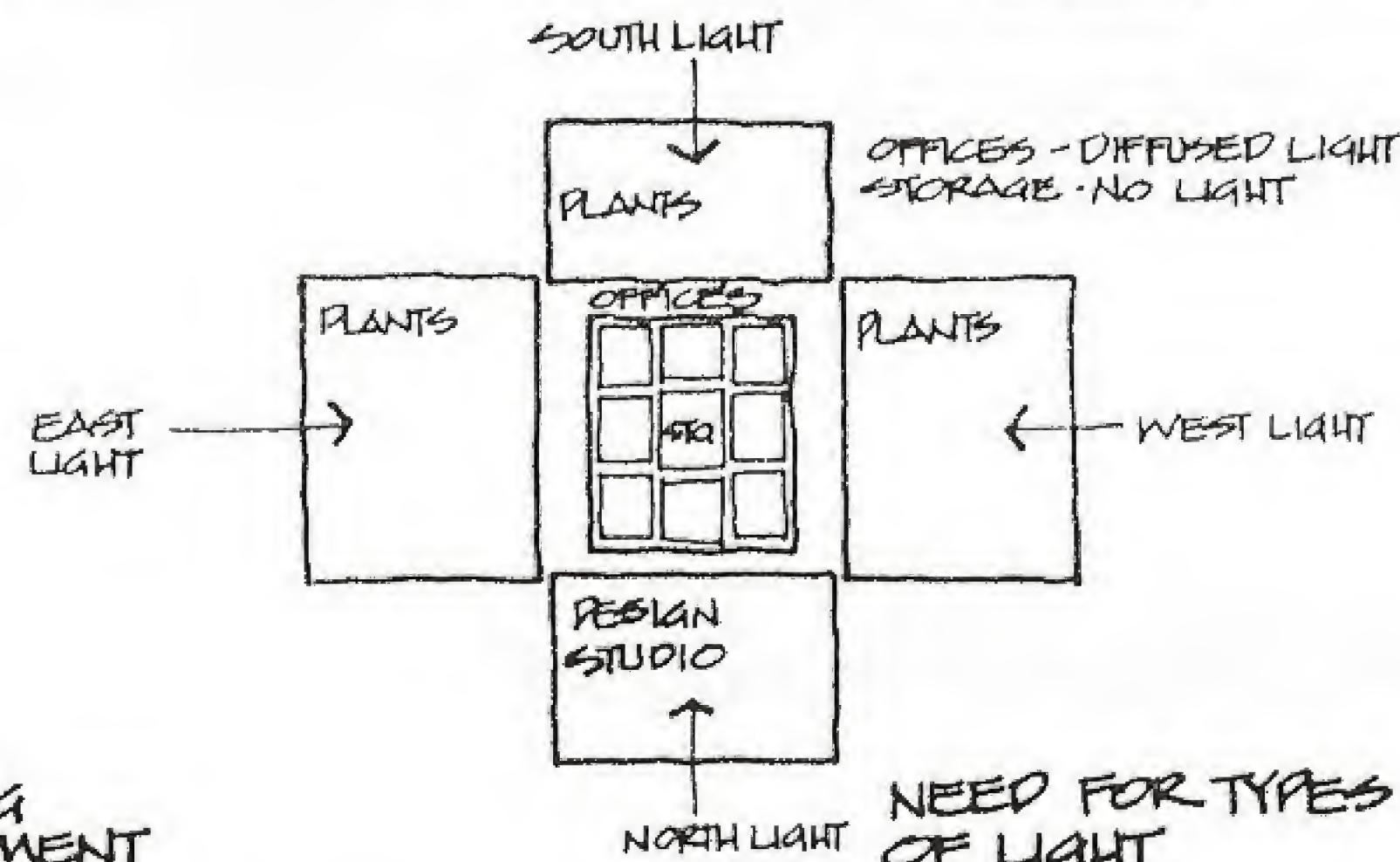
NOISE CONTROL



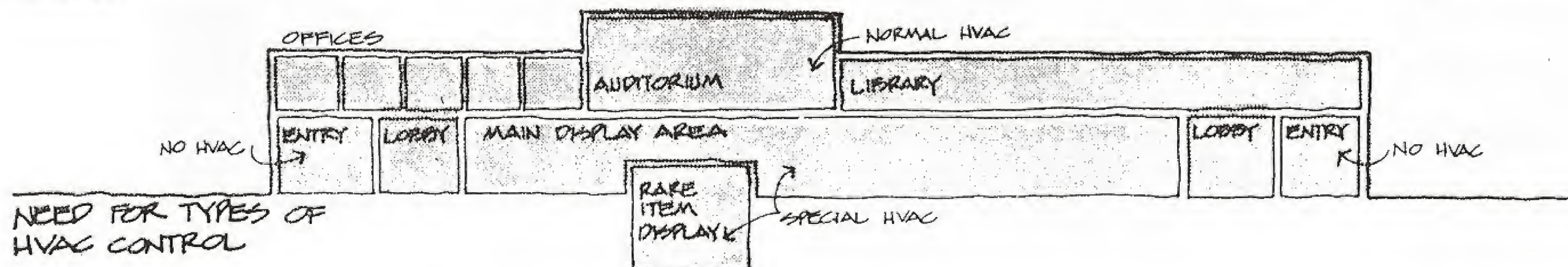
RELATIVE MAINTENANCE NEEDED



PLUMBING INVOLVEMENT

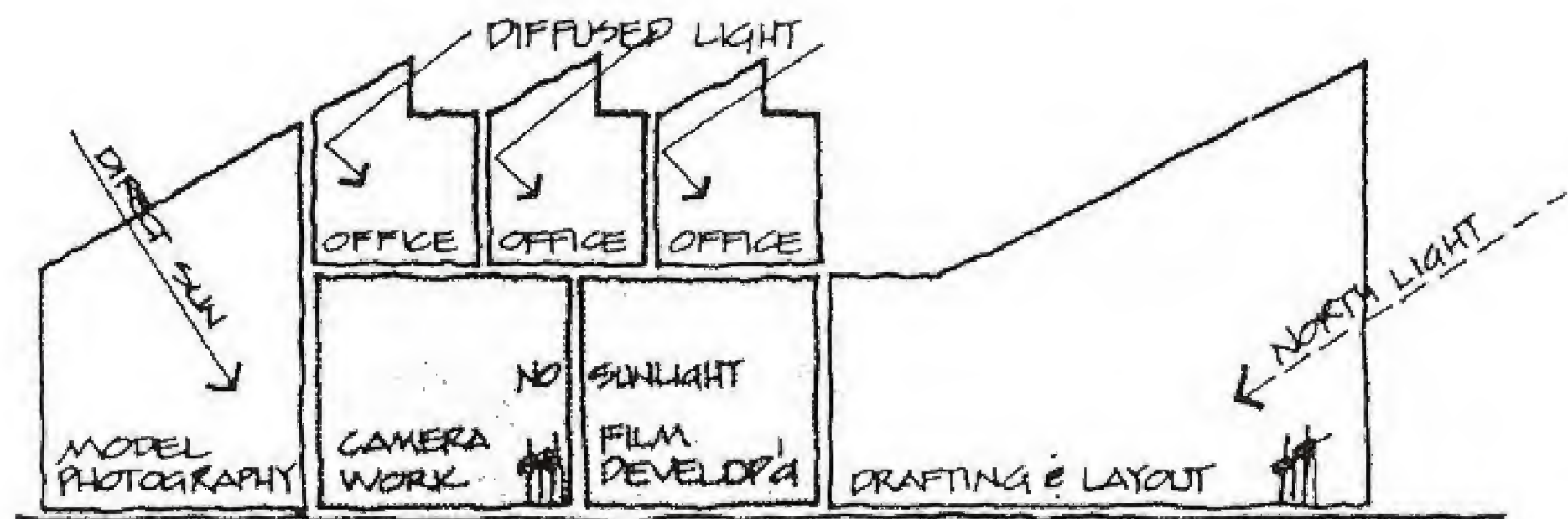


NEED FOR TYPES OF LIGHT

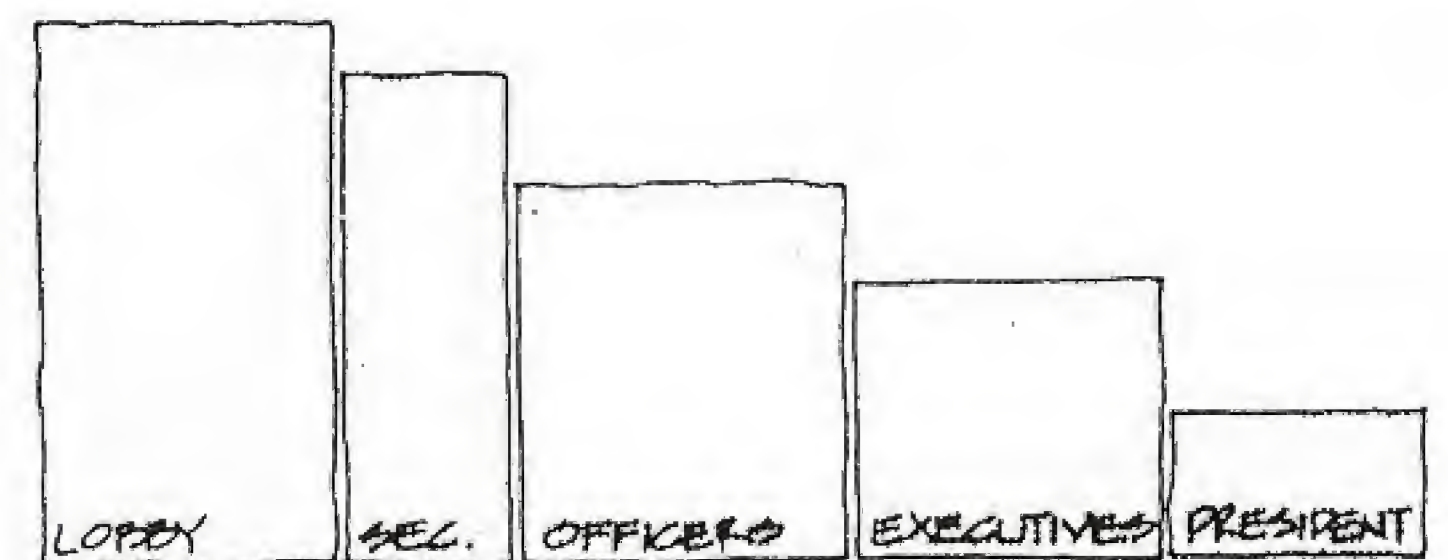


NEED FOR TYPES OF HVAC CONTROL





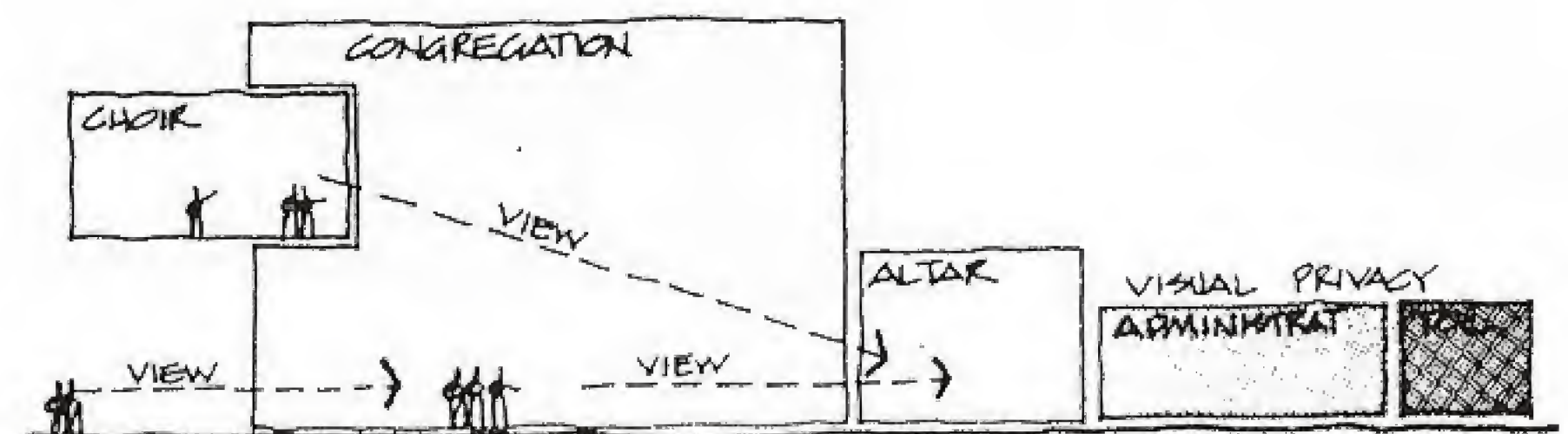
TYPES OF NATURAL LIGHT



DEGREES OF PRIVACY

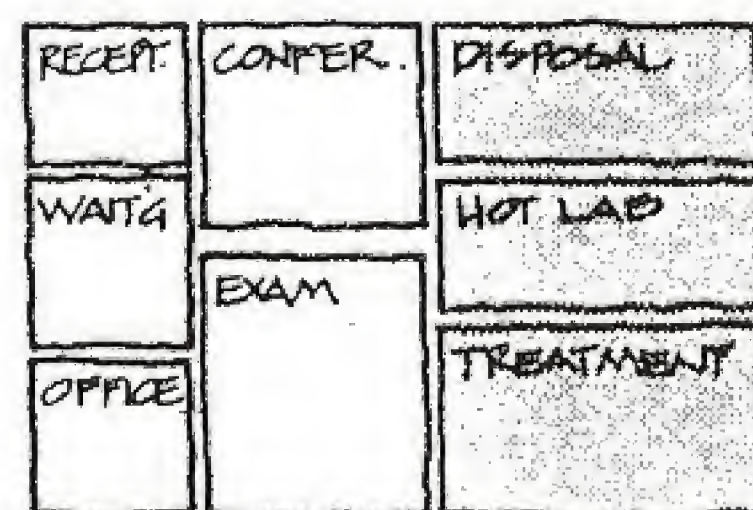


RELATIVE CONTAMINATION

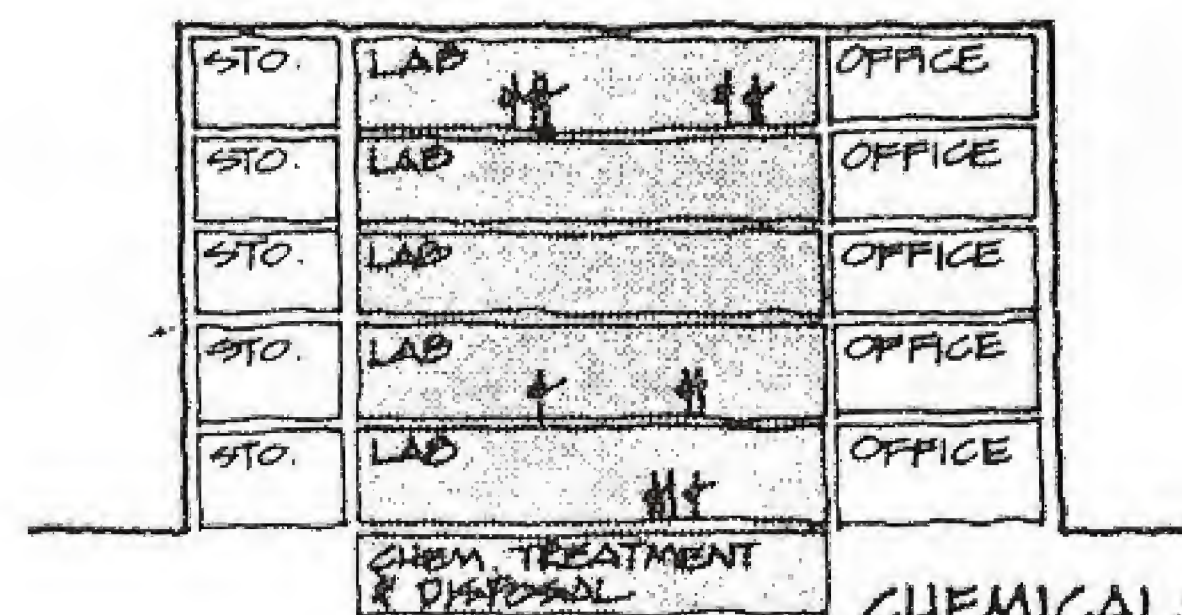


RELATIVE VISUAL ACCESS

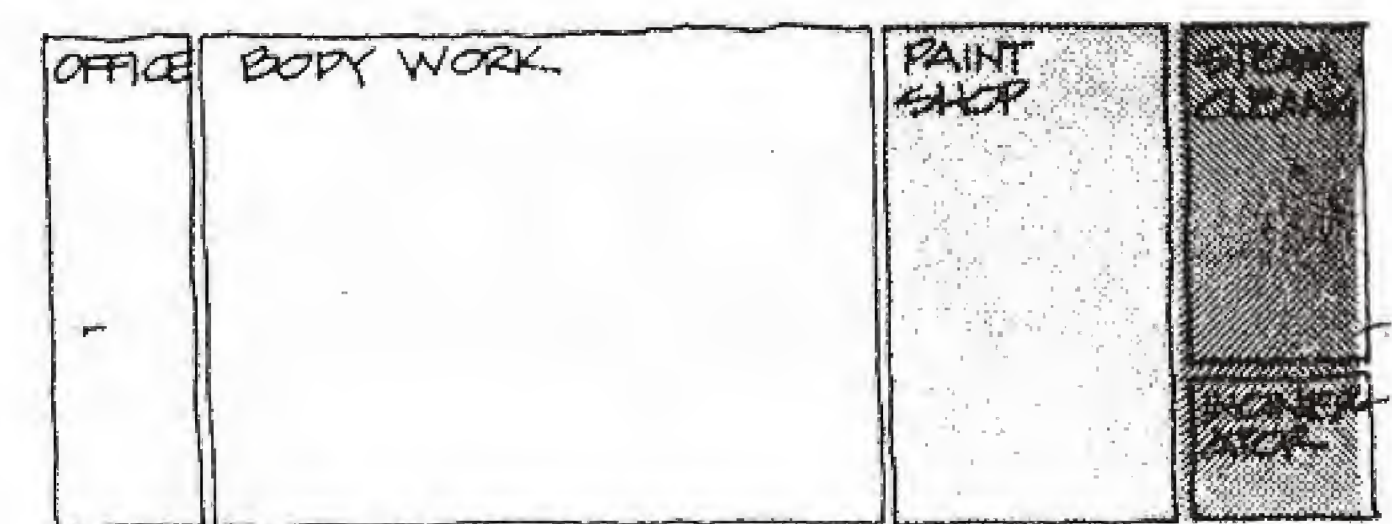
## Types of Effects Produced



RADIATION PRODUCED

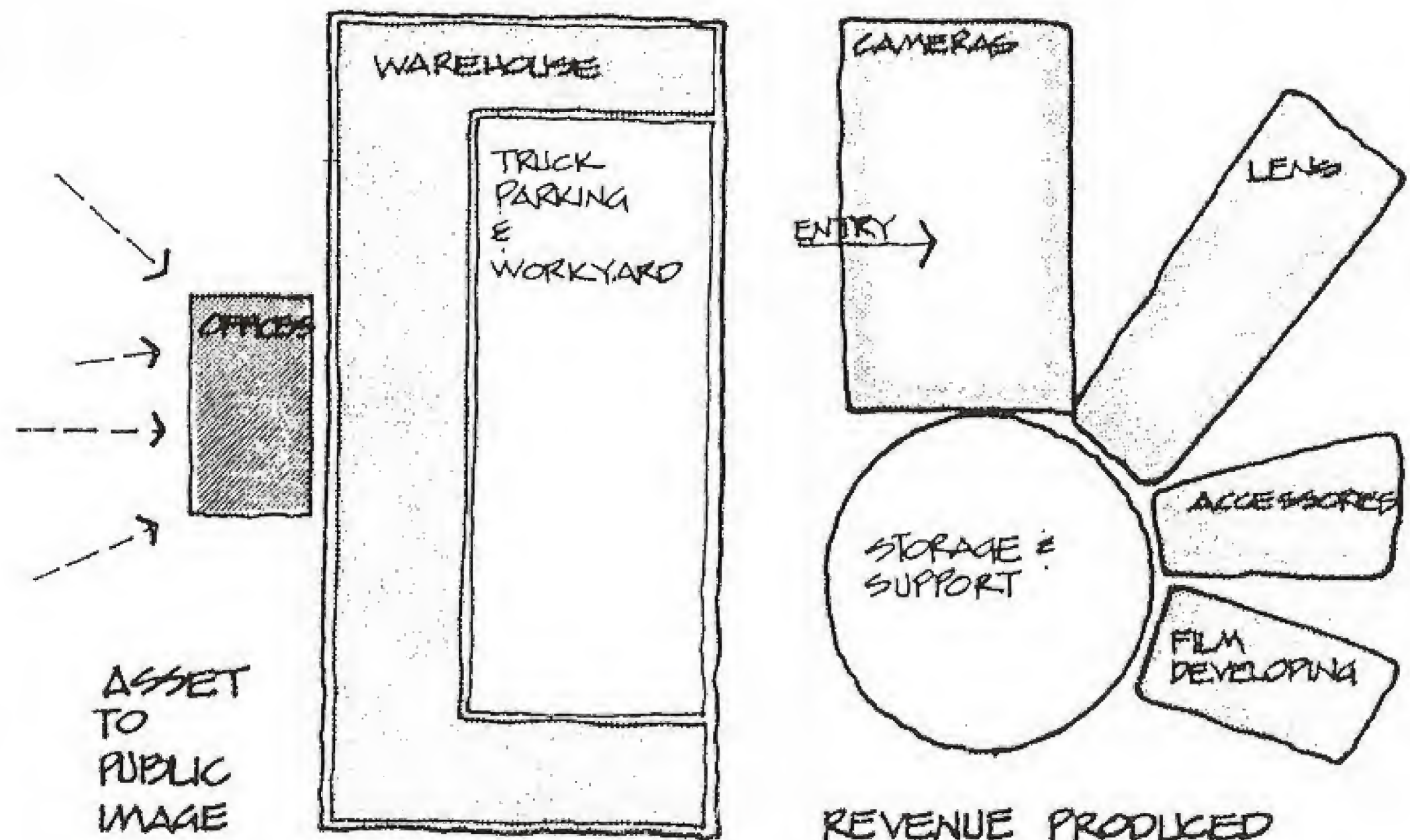
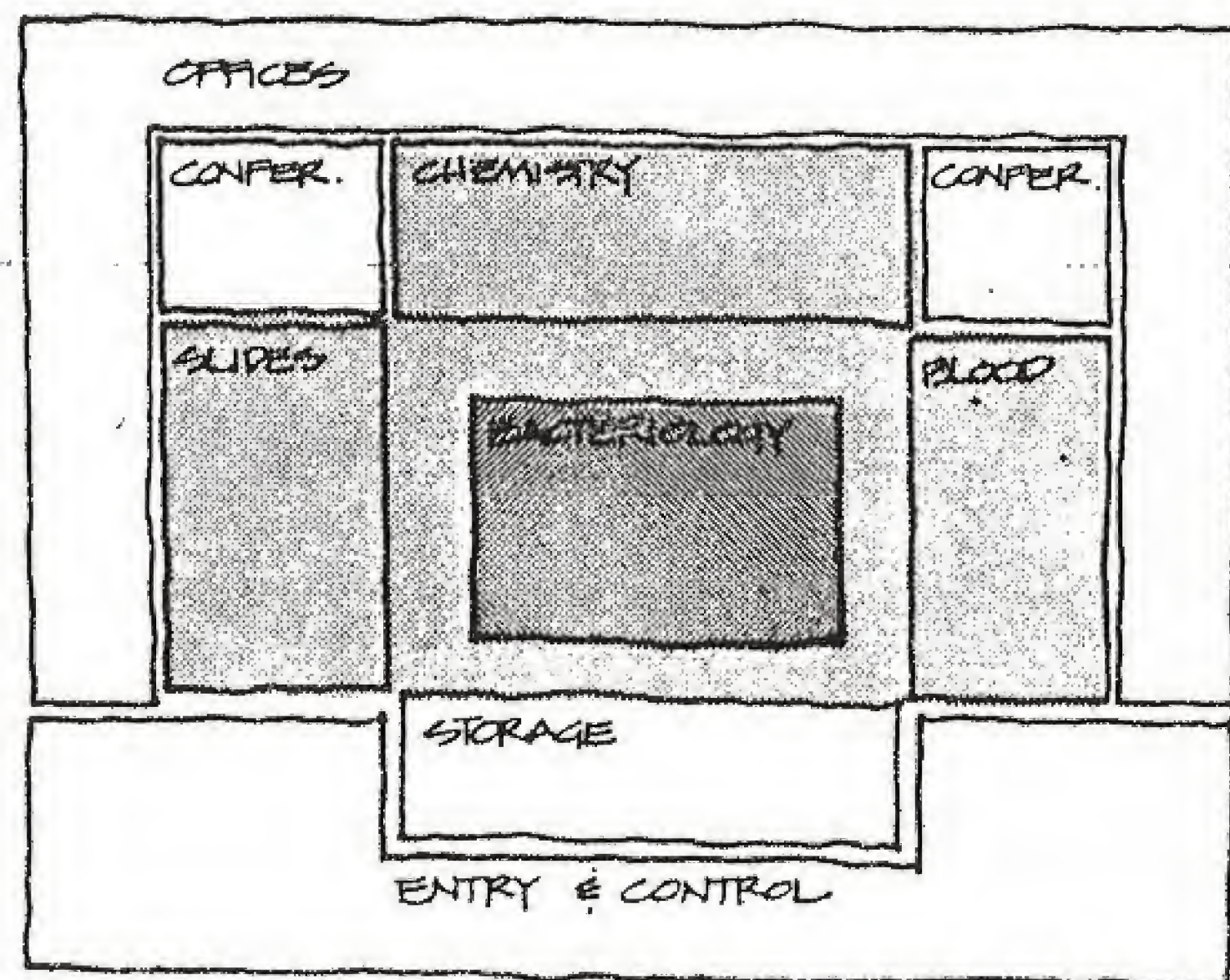
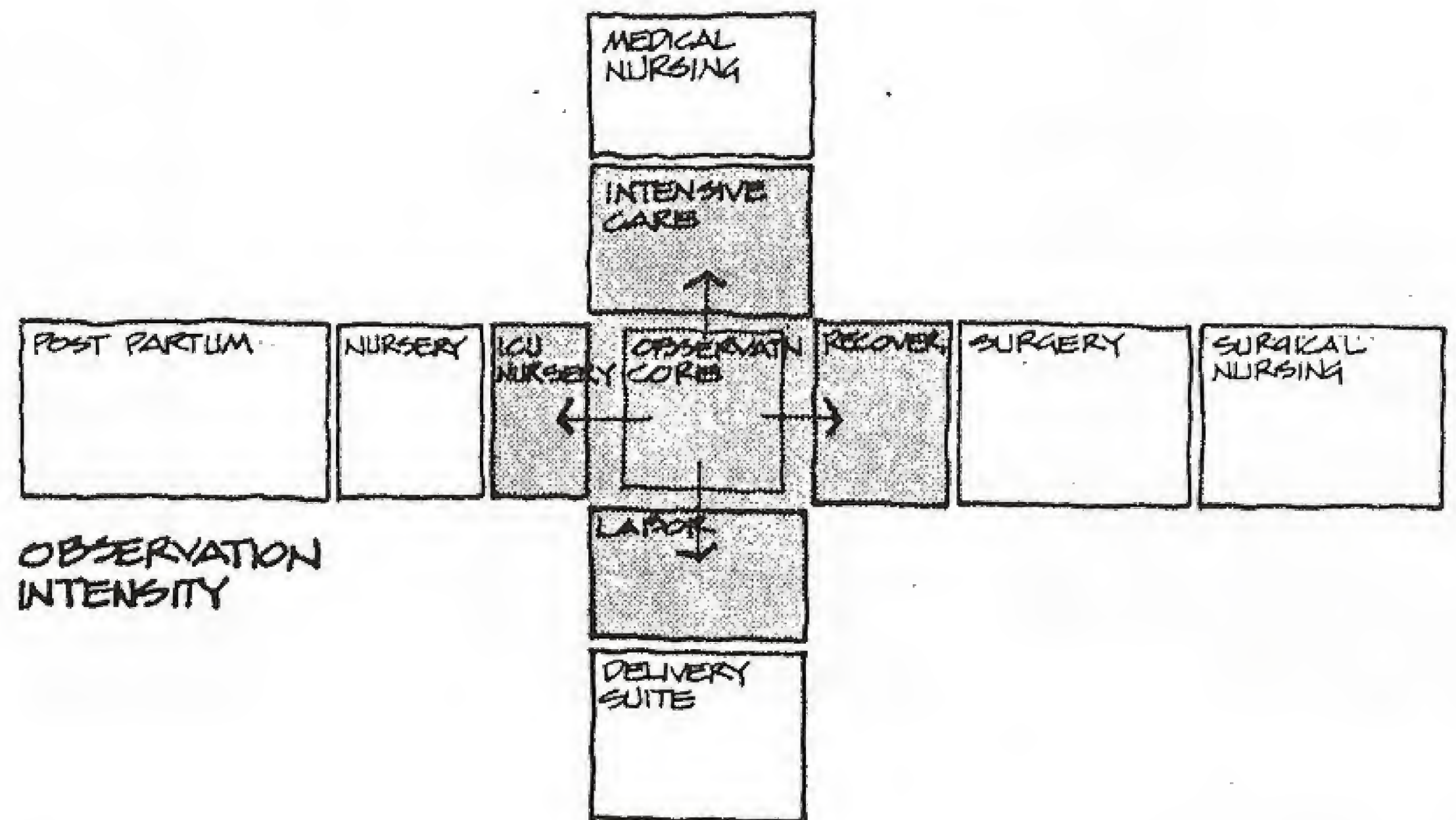
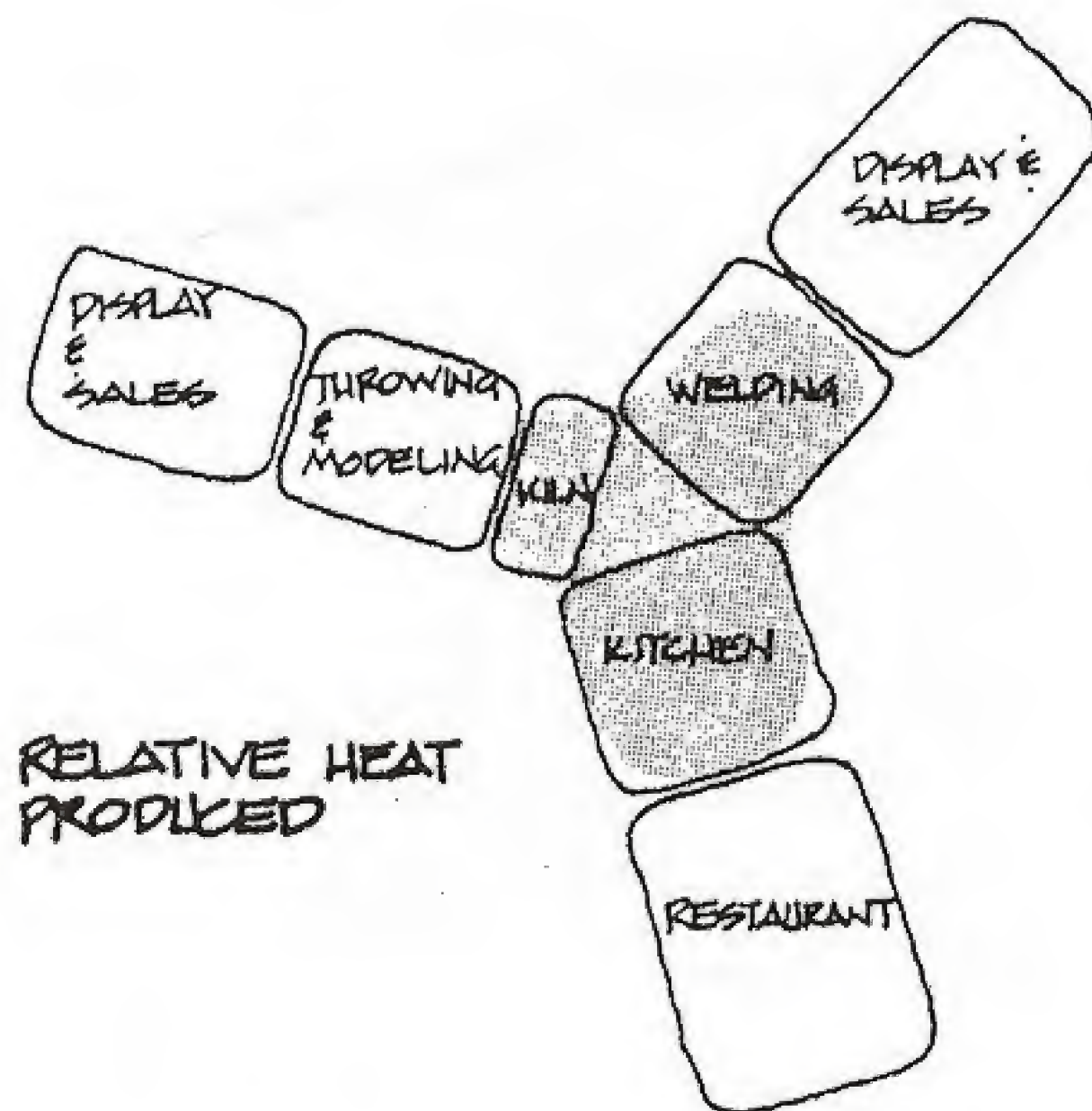


CHEMICALS

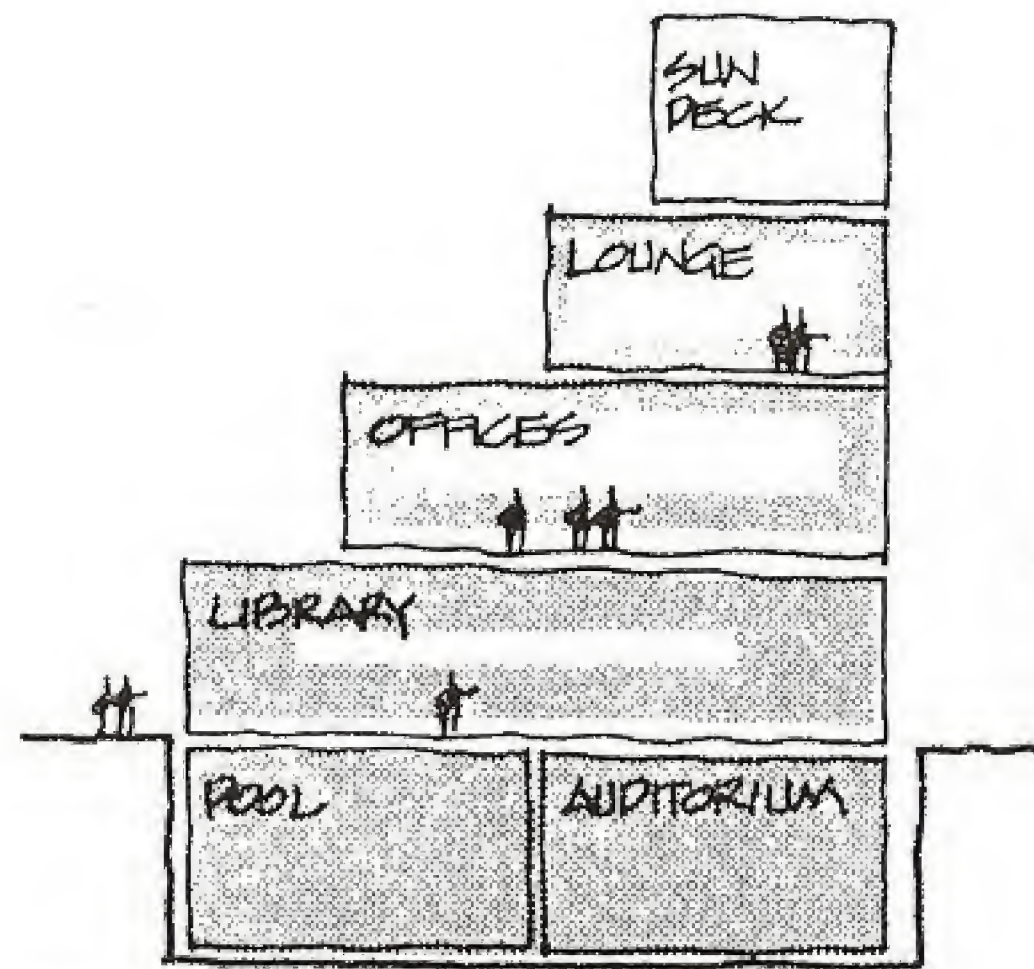


SMOKE & FUMES

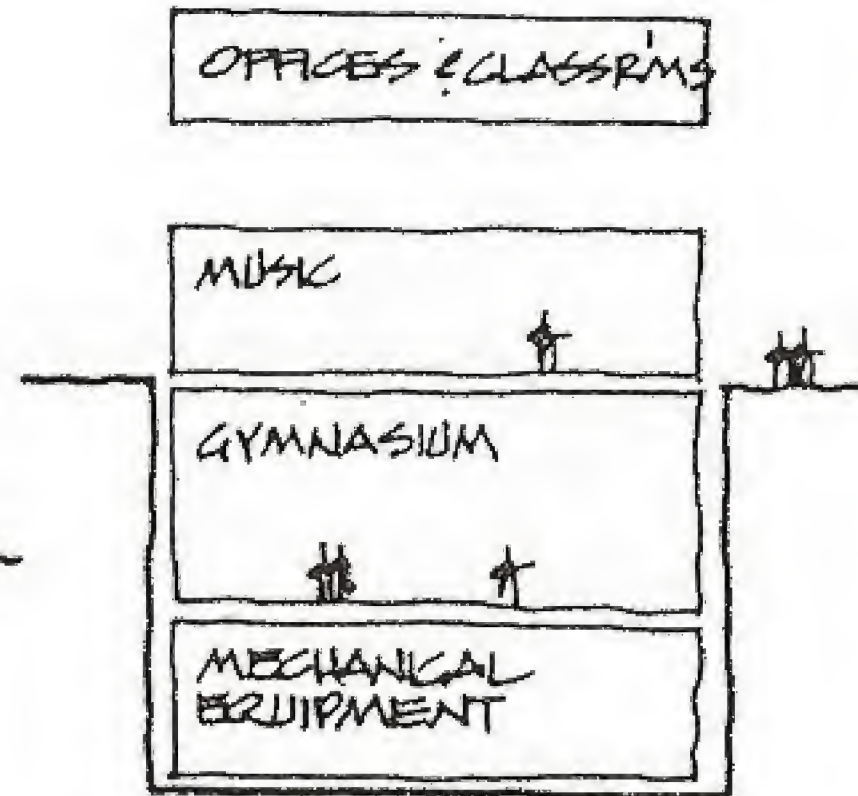




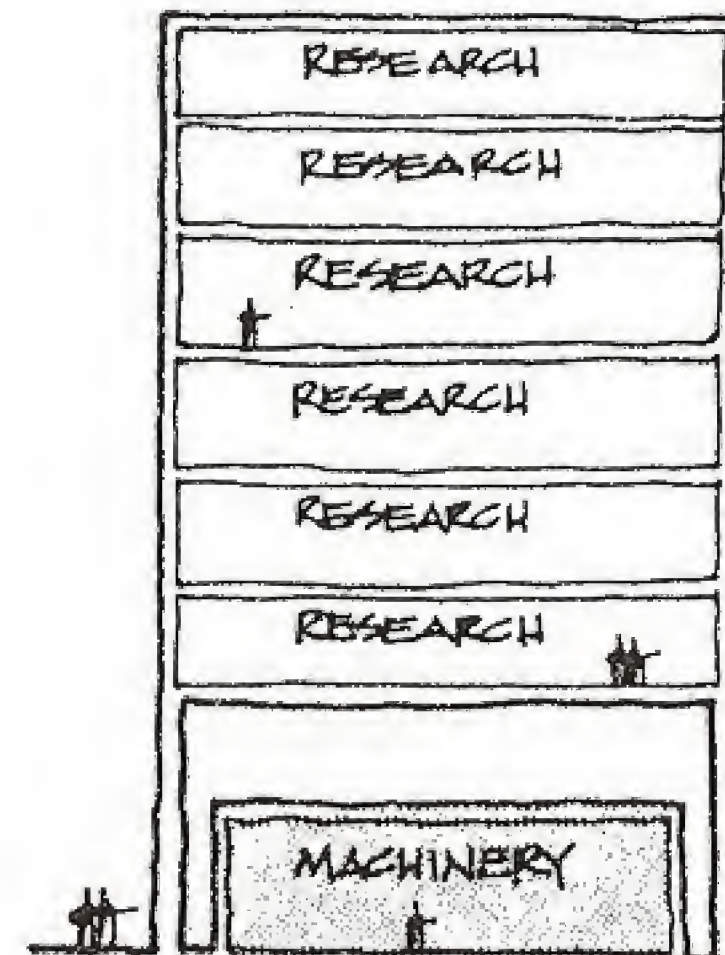




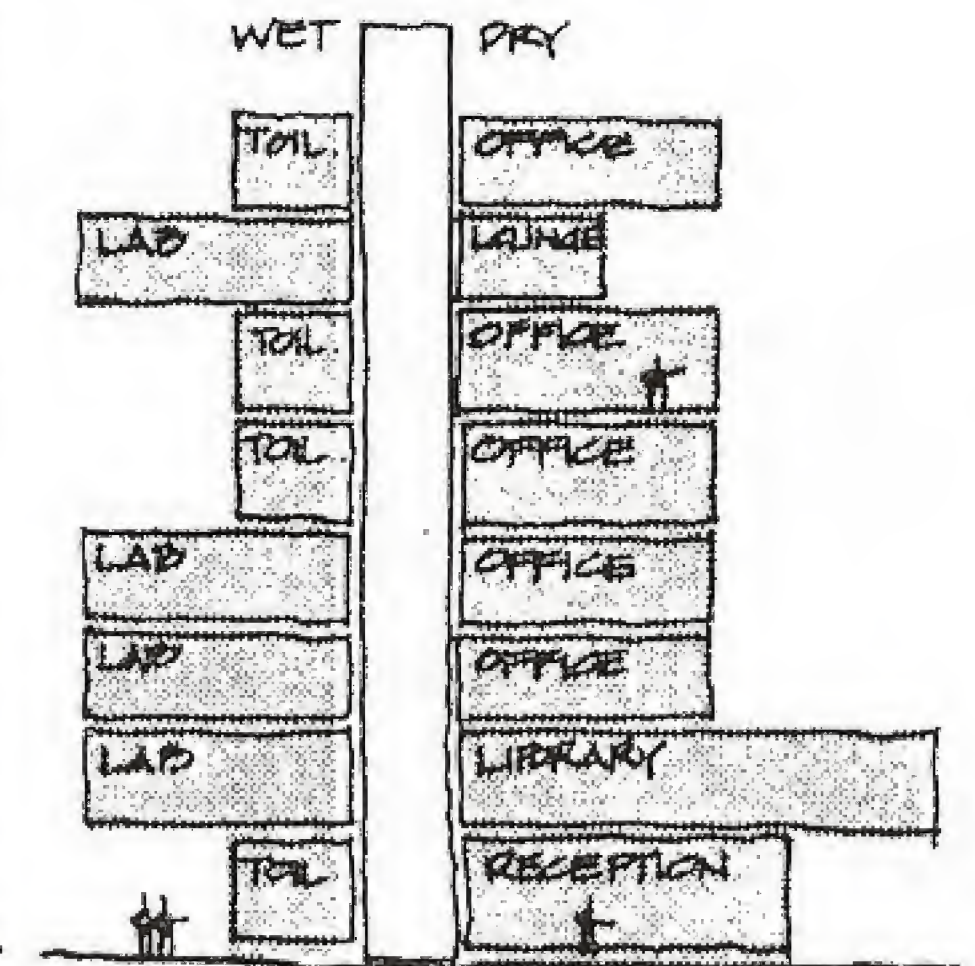
RELATIVE WEIGHT



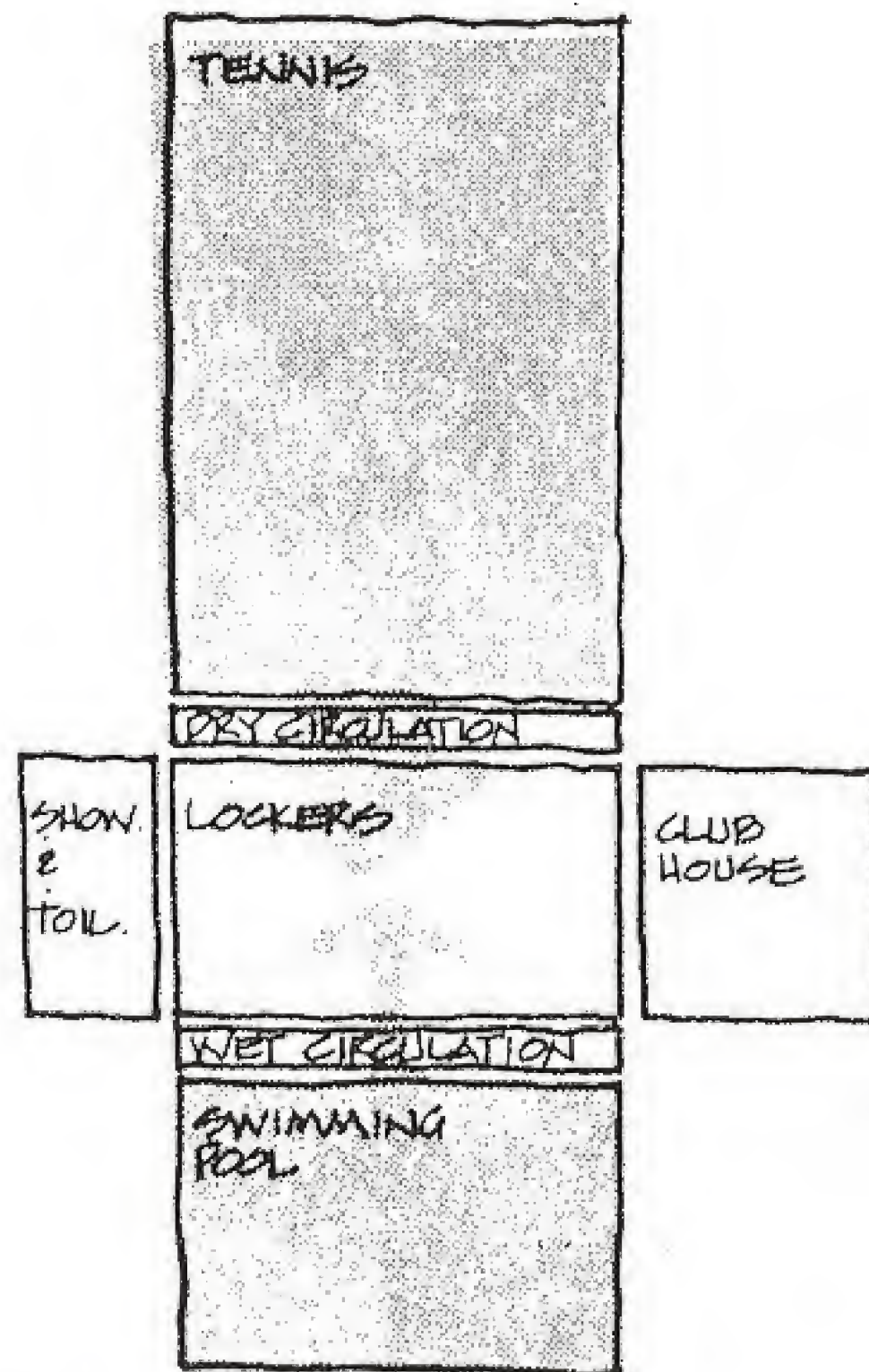
NOISE PRODUCED



VIBRATION



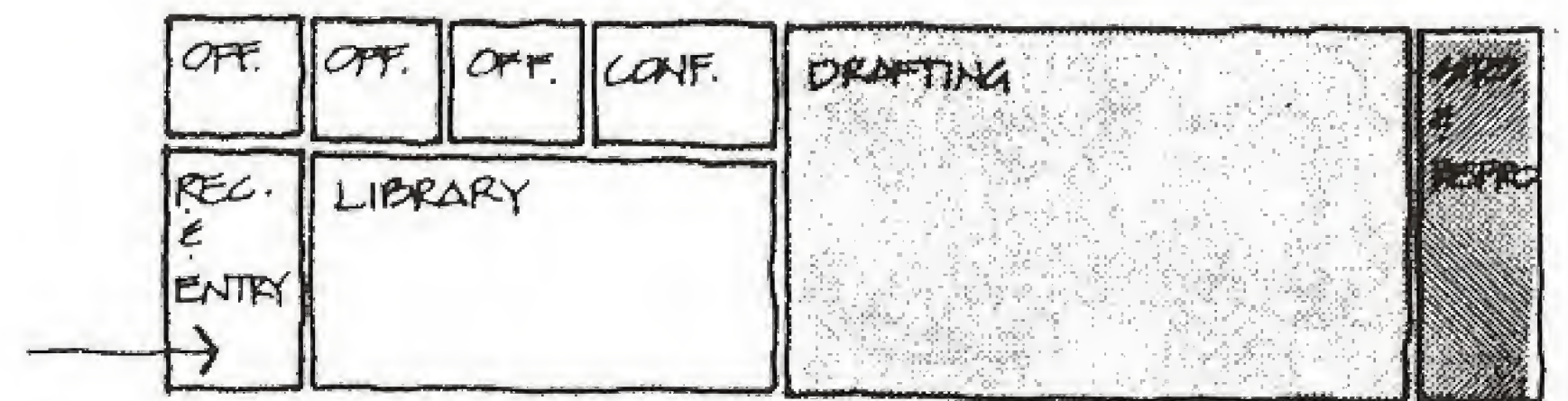
WET-DRY



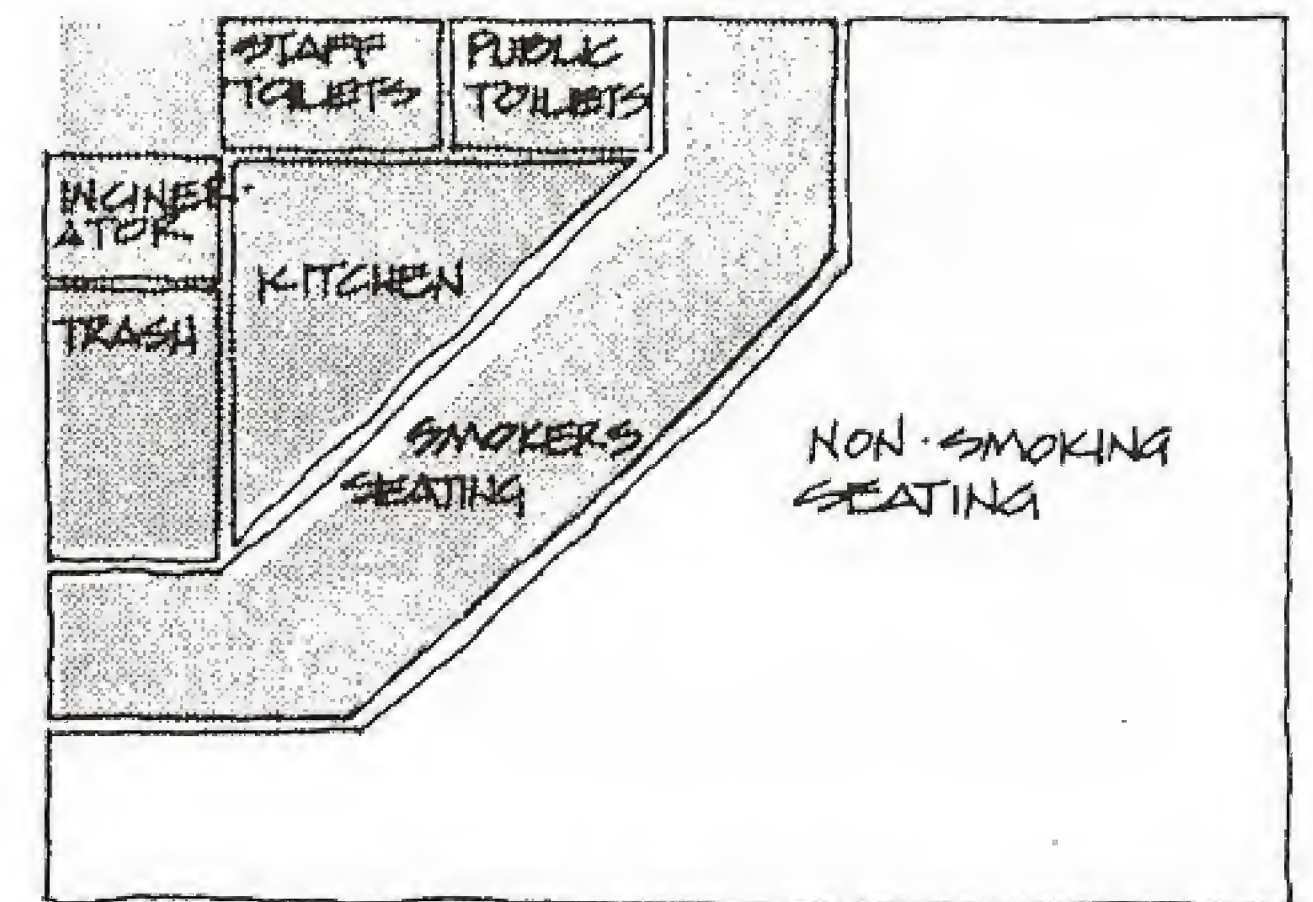
WET-DRY



TRASH PRODUCTION



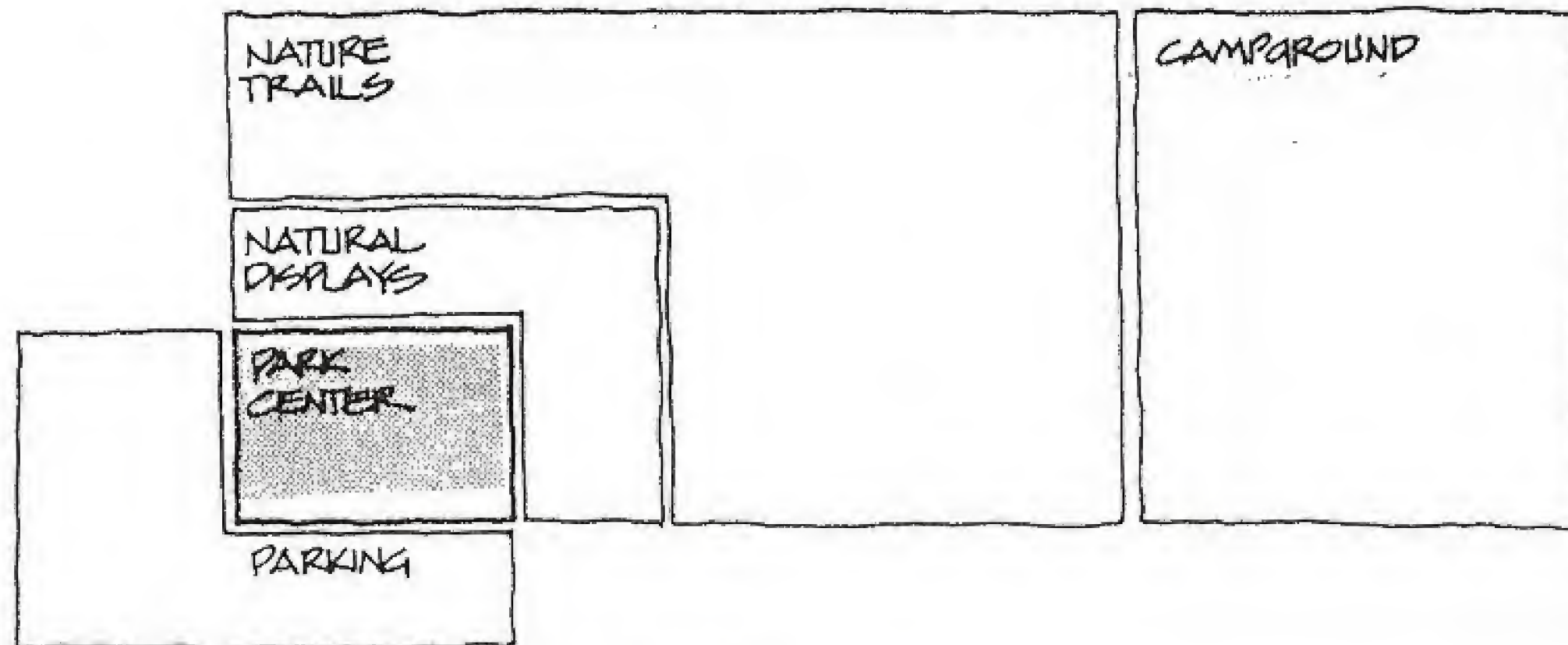
RELATIVE VISUAL CLUTTER



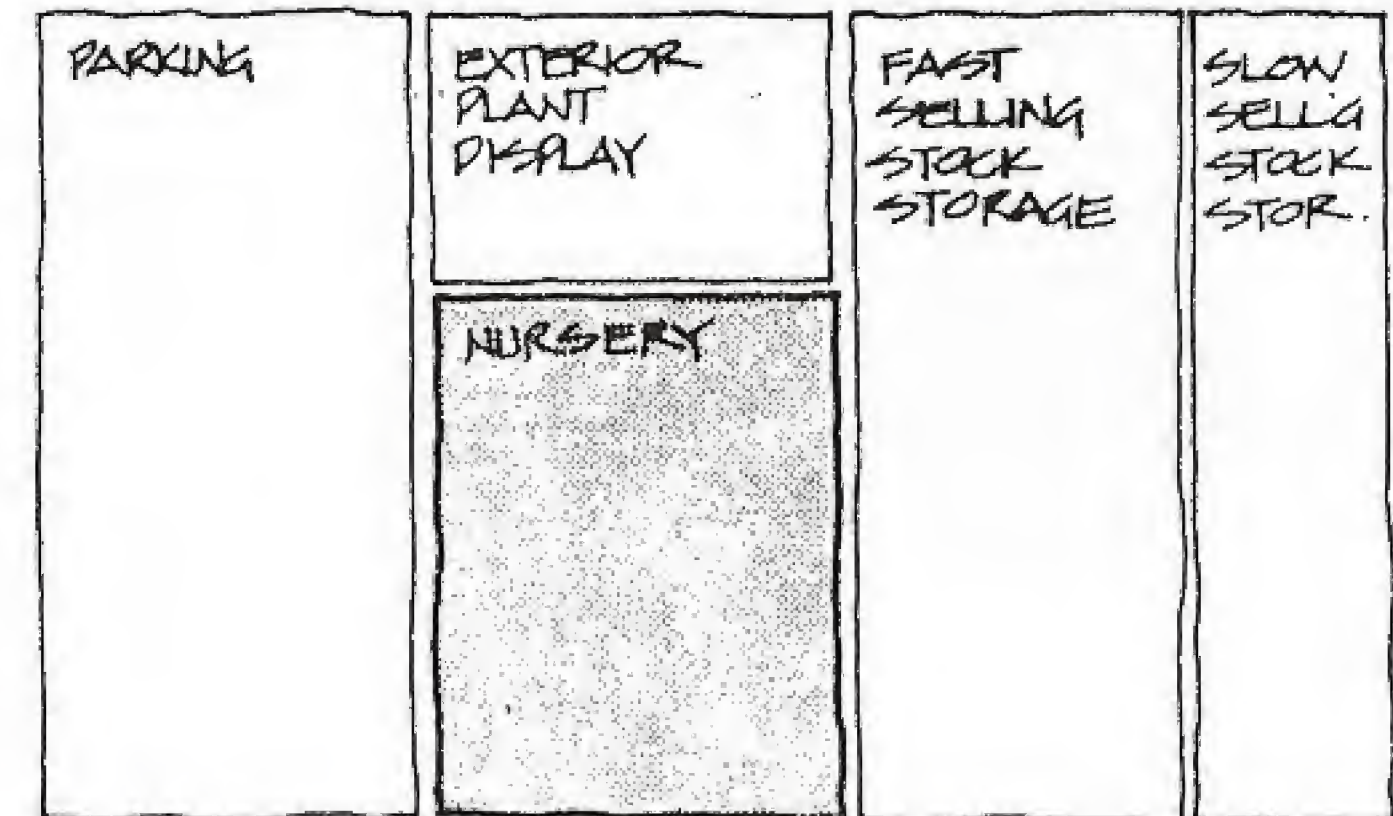
ODOR PRODUCTION



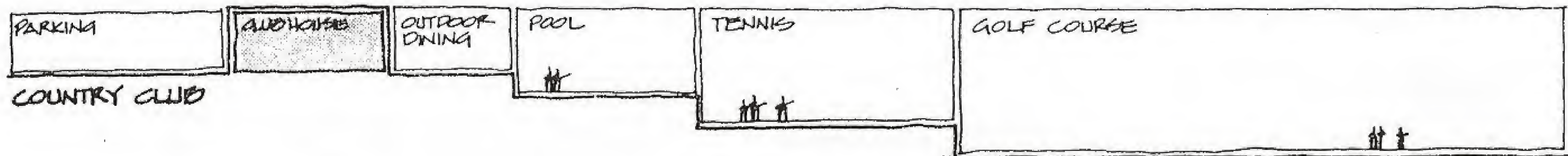
# Relative Proximity to Building



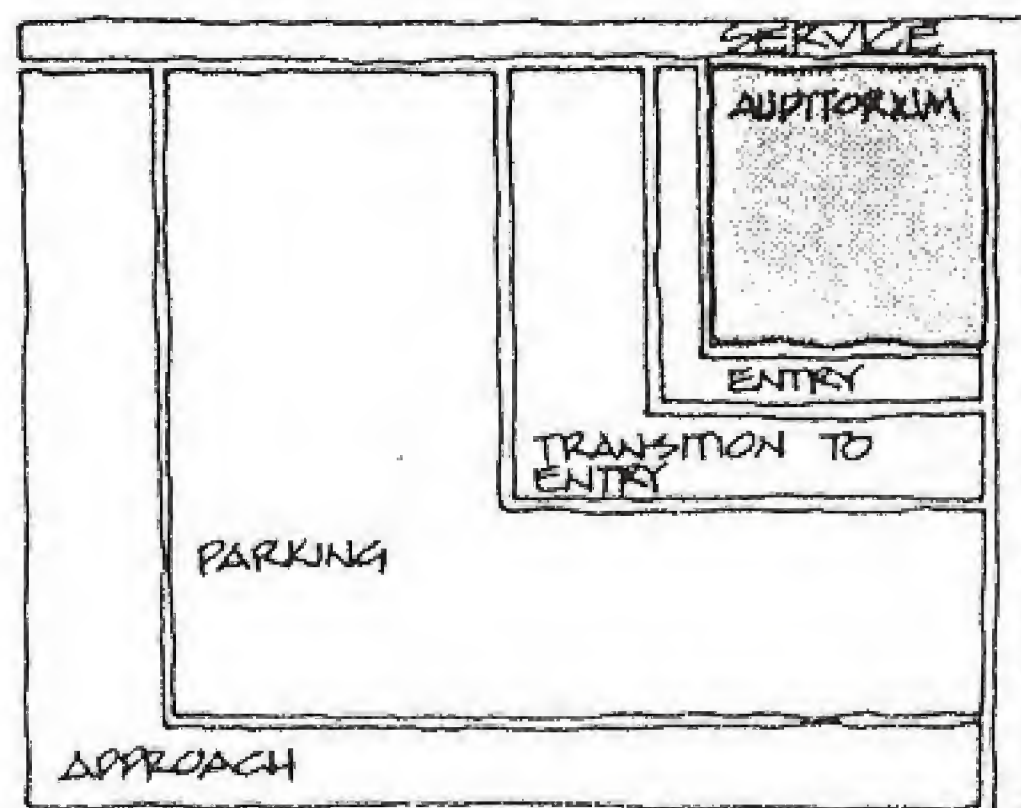
NATIONAL FORREST CENTER



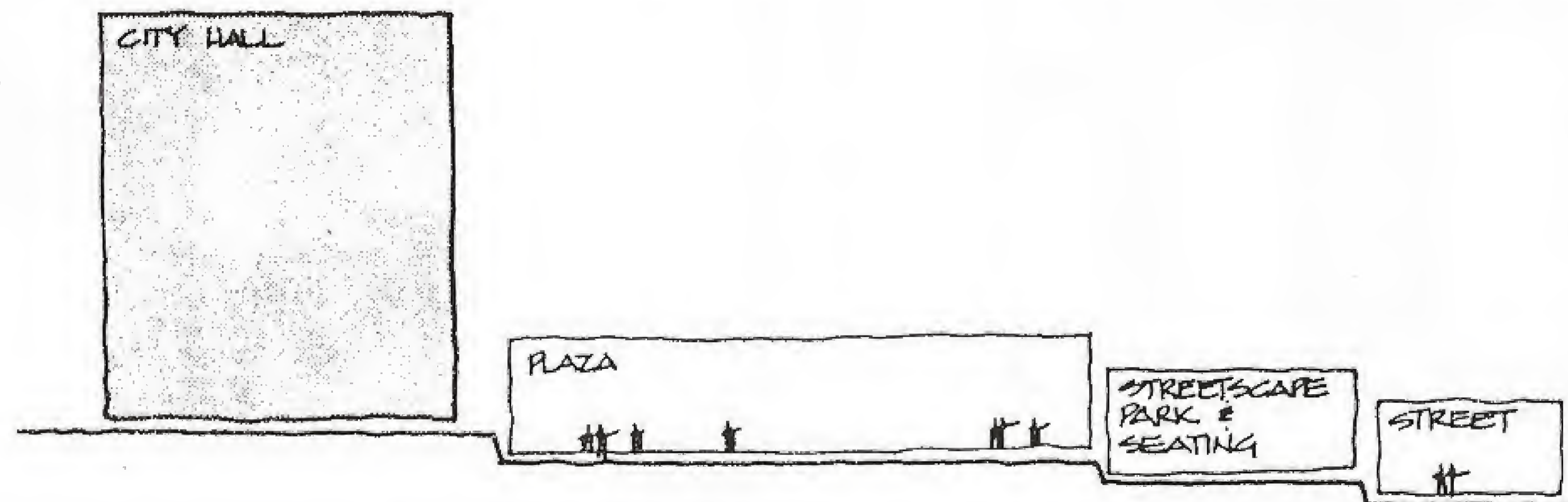
PLANT NURSERY



COUNTRY CLUB

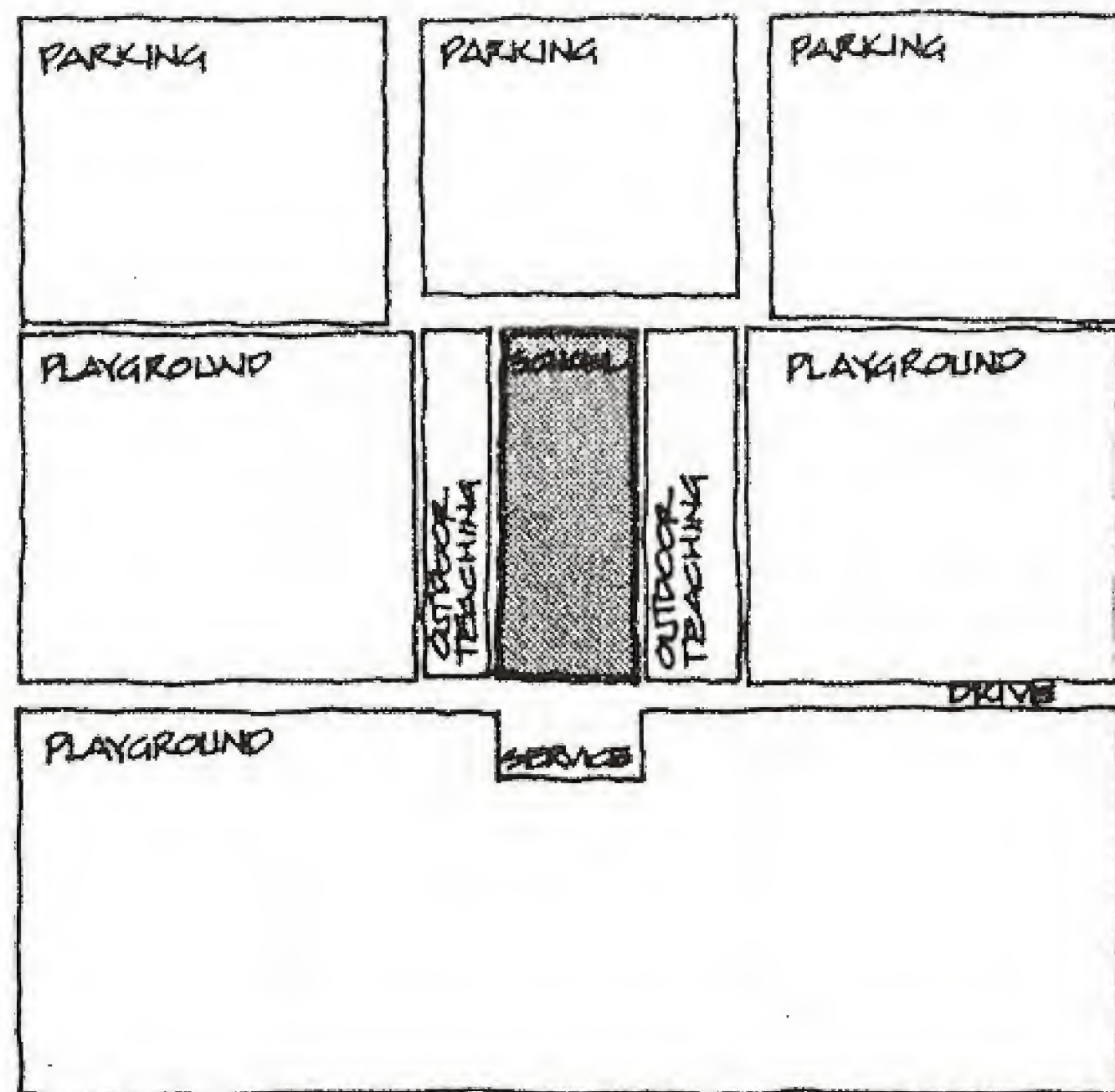


FIELDHOUSE

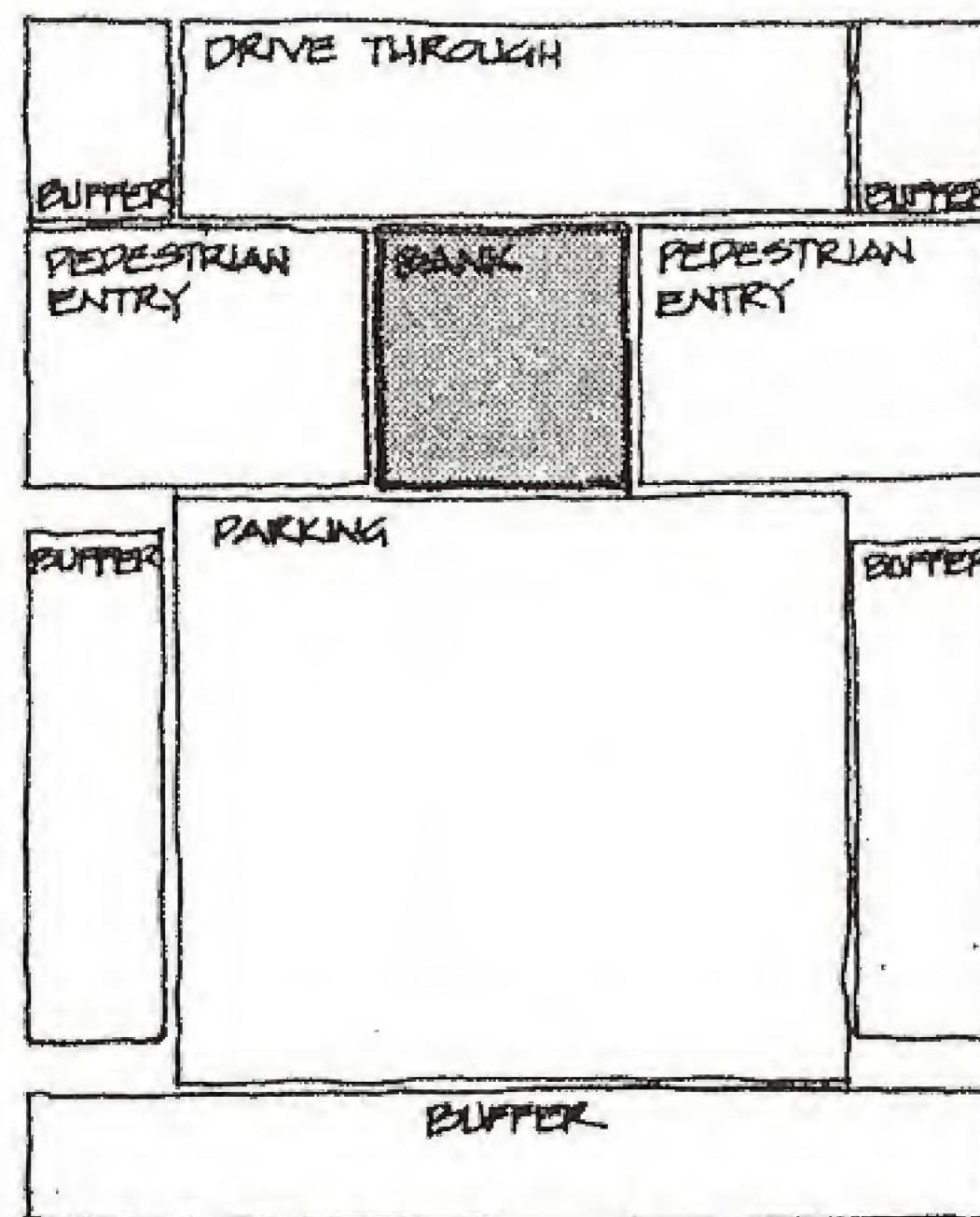


GOVERNMENT BUILDING

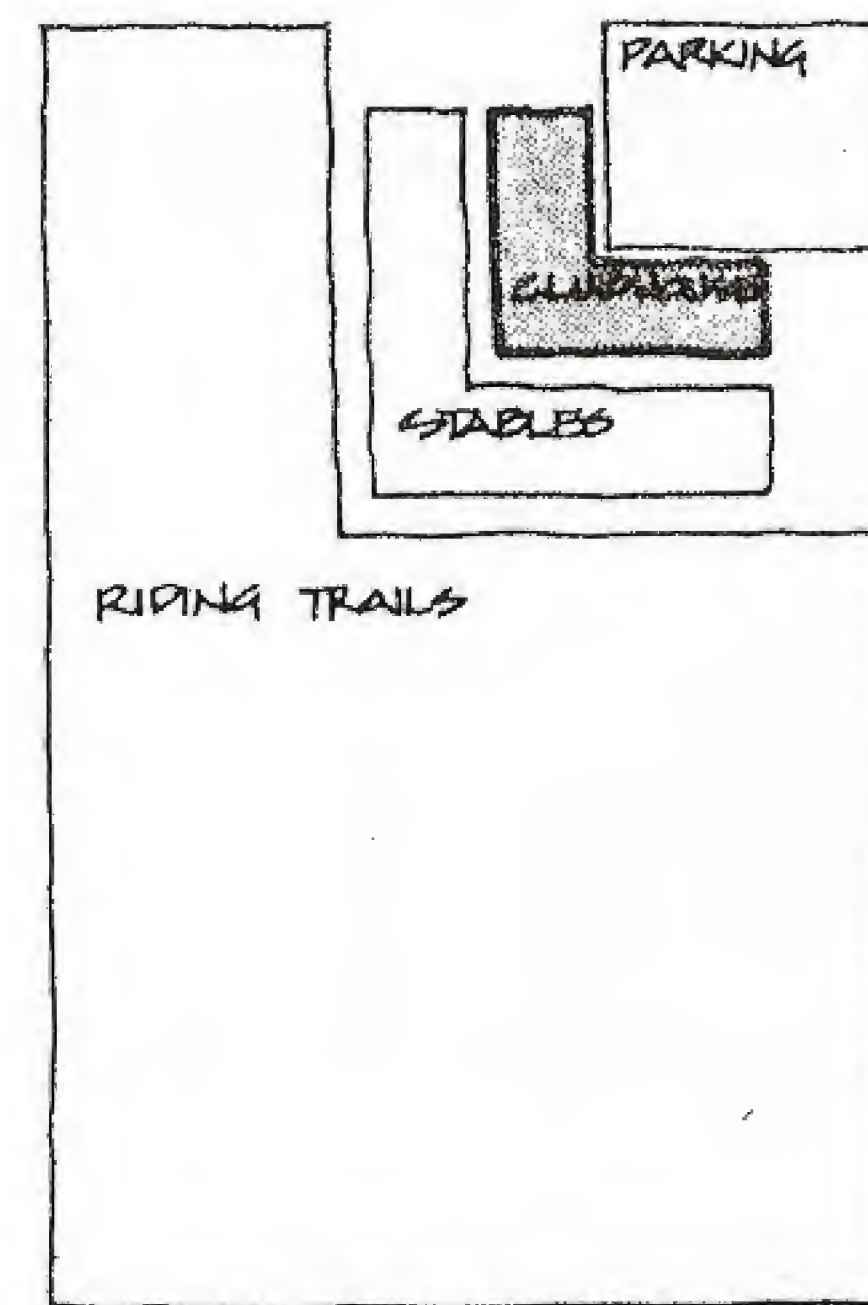




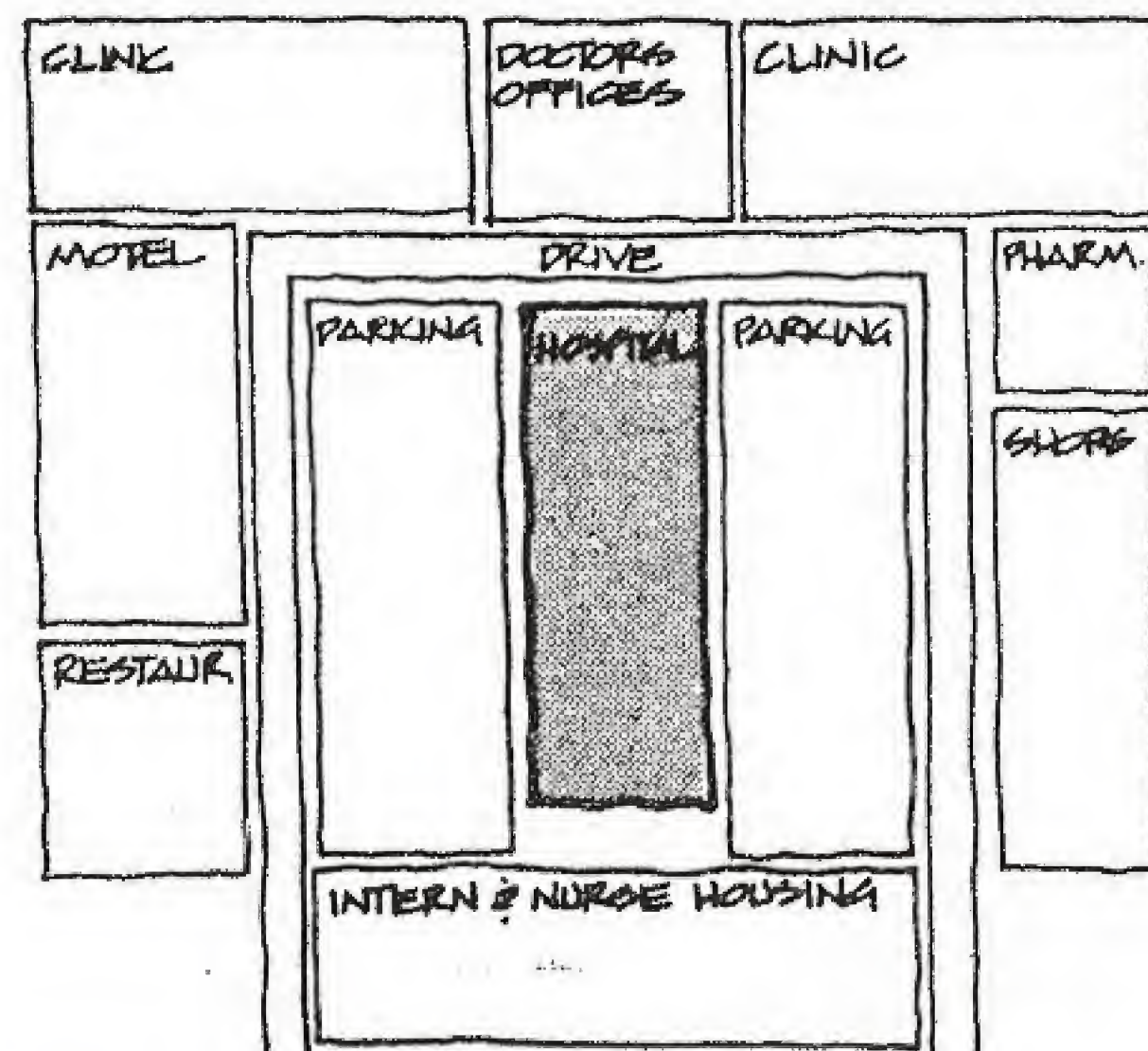
SCHOOL



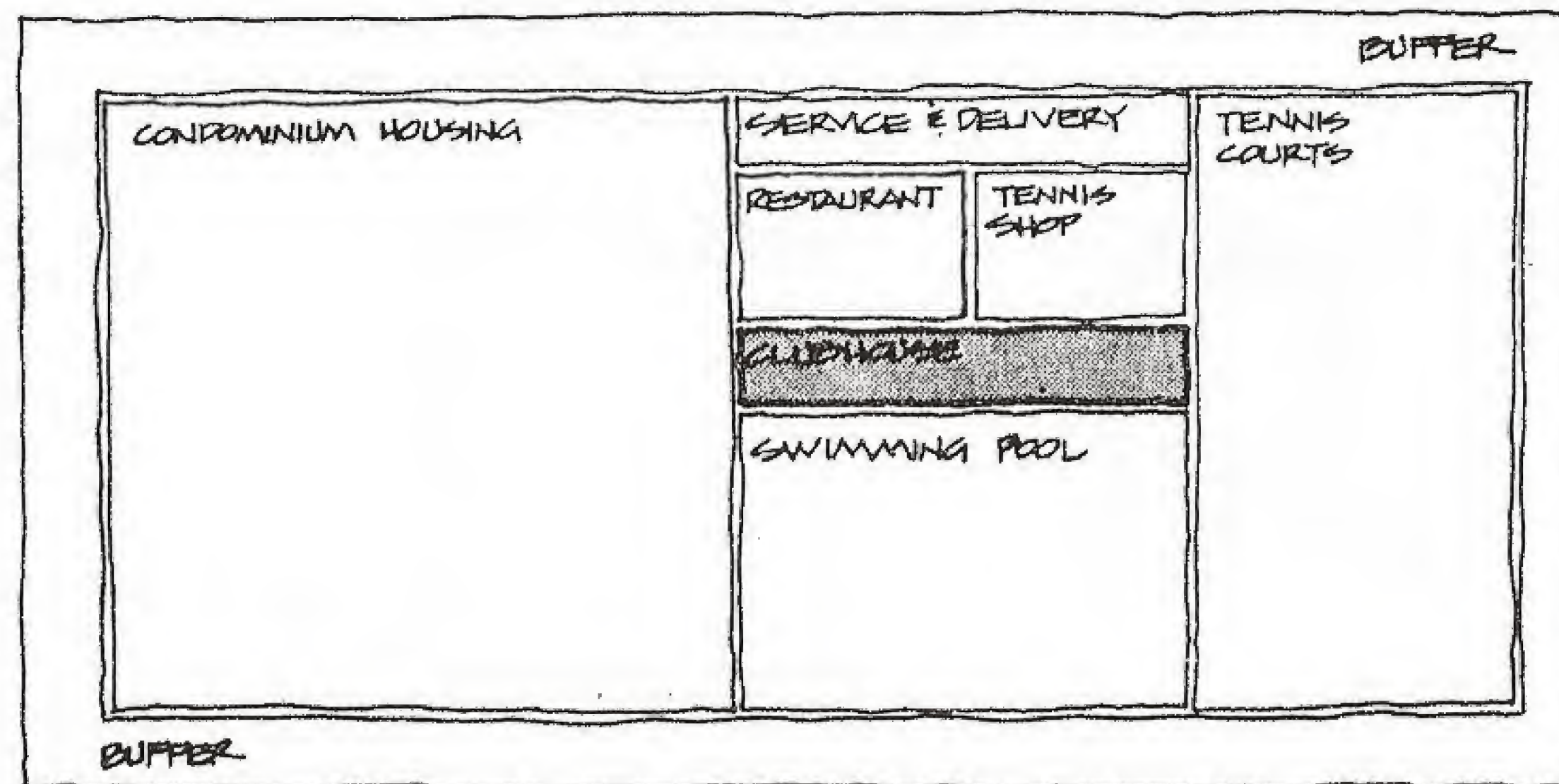
BANK



RIDING

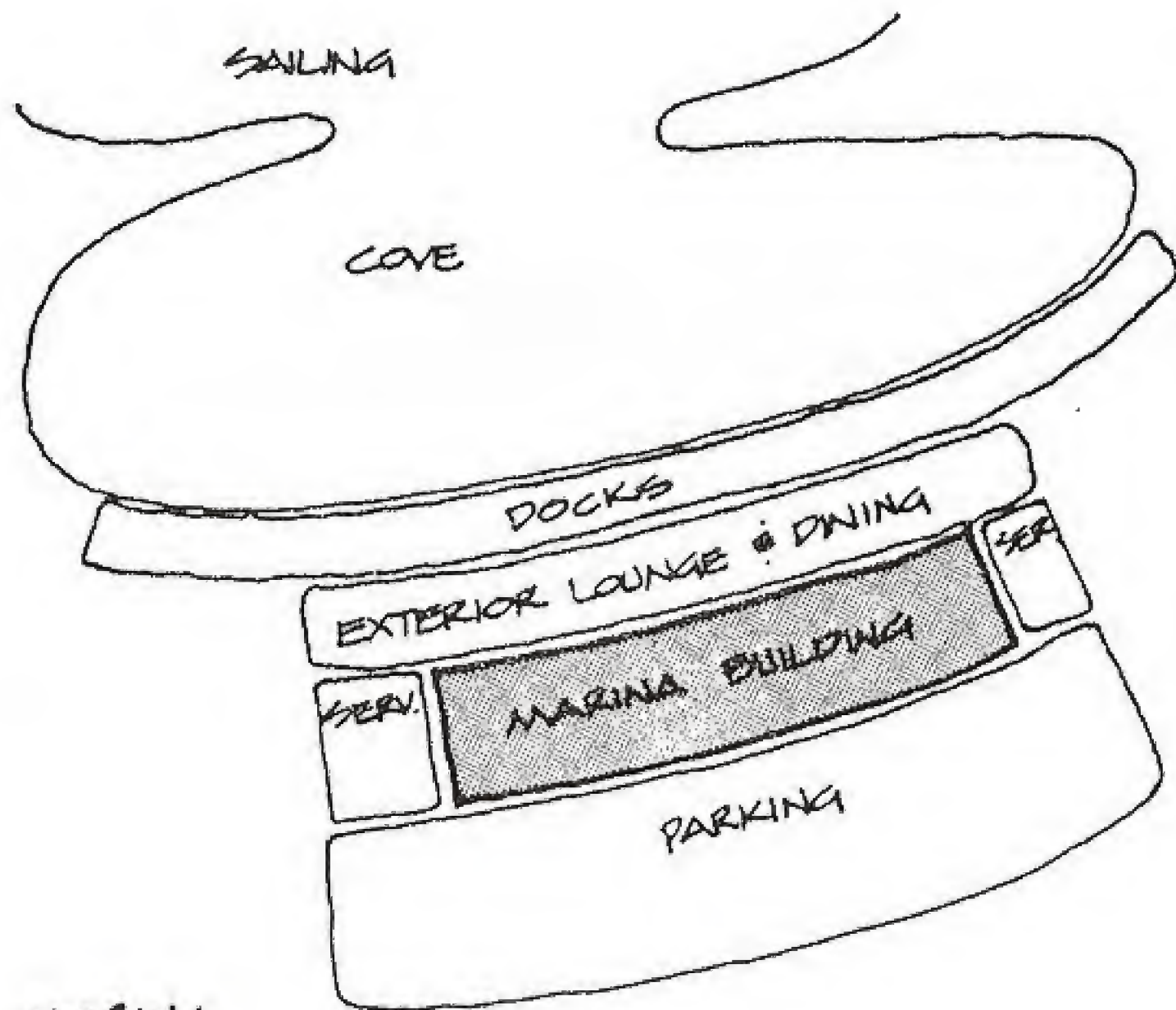


HEALTH COMPLEX

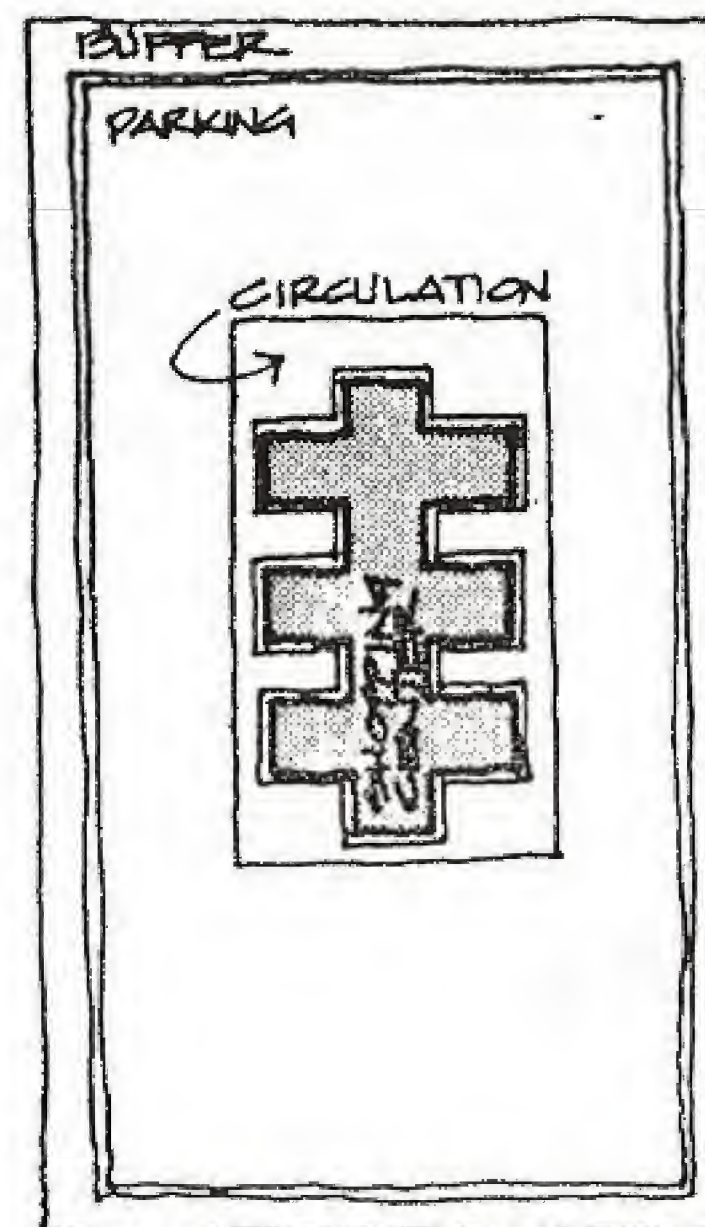


TENNIS RANCH

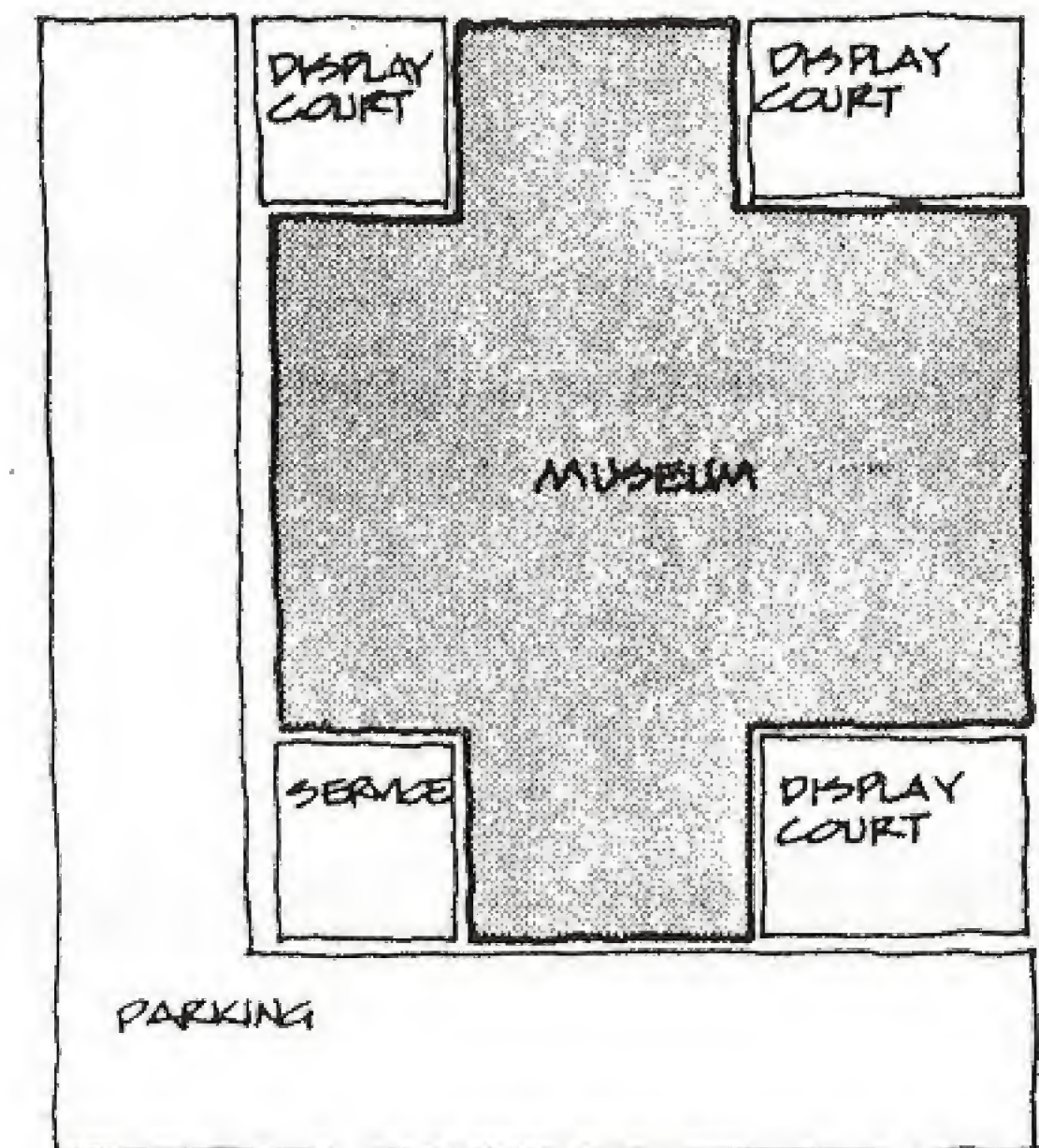




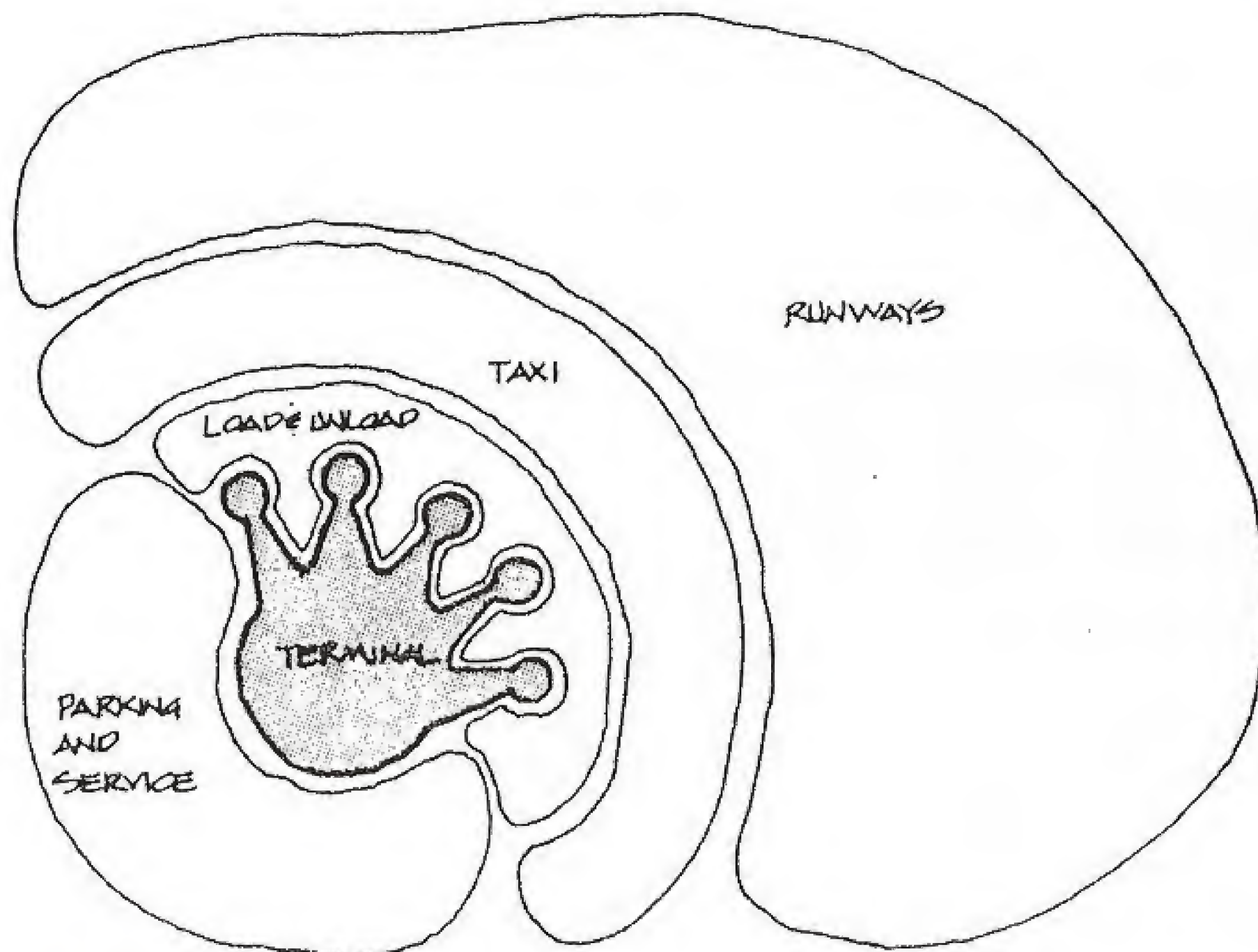
MARINA



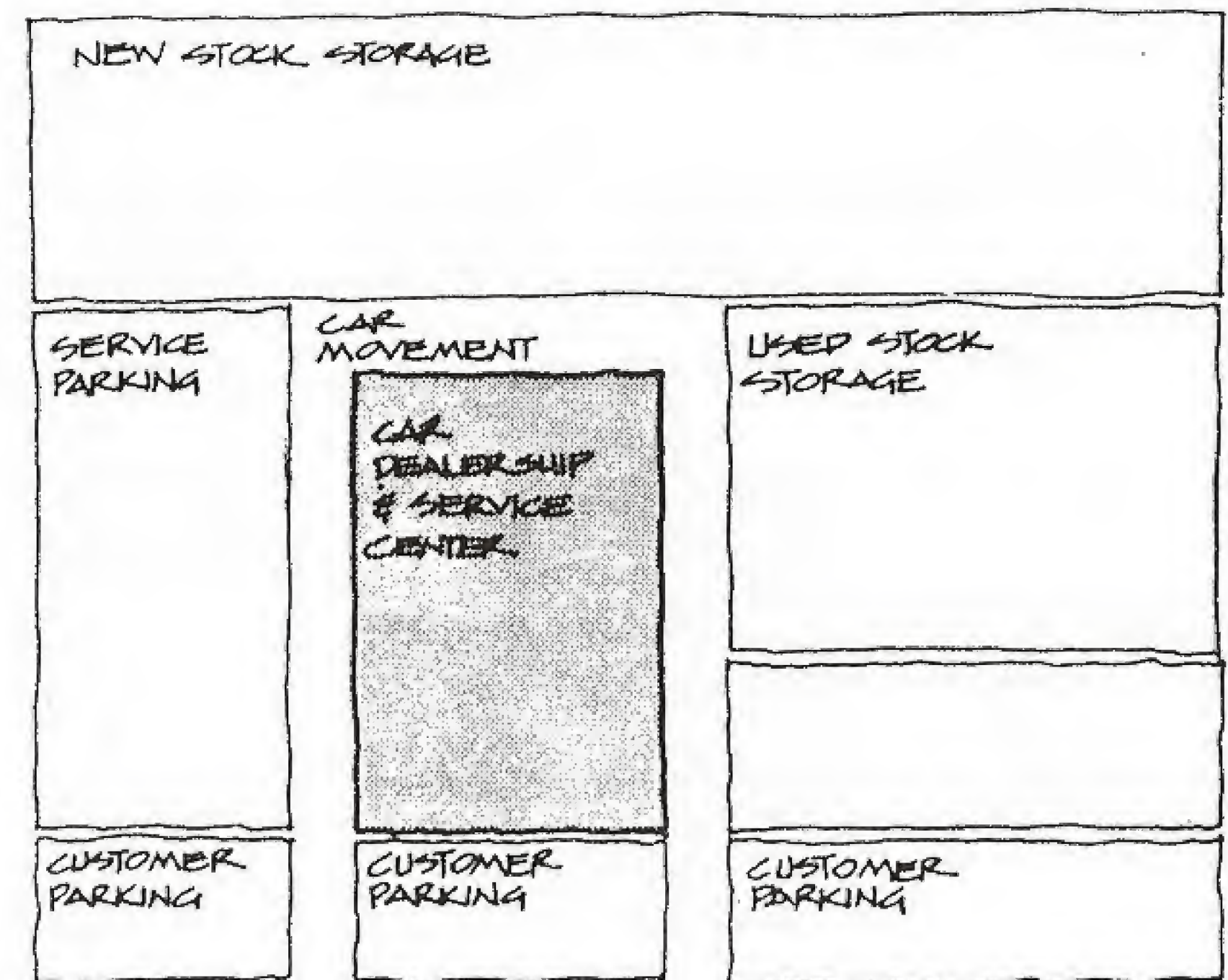
SHOPPING CENTER



MUSEUM

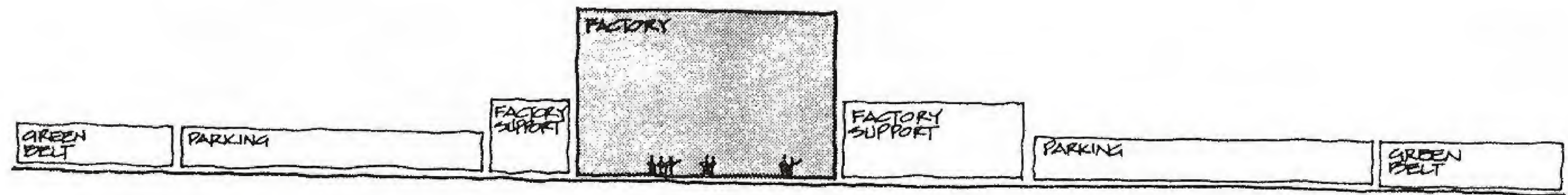


AIRPORT

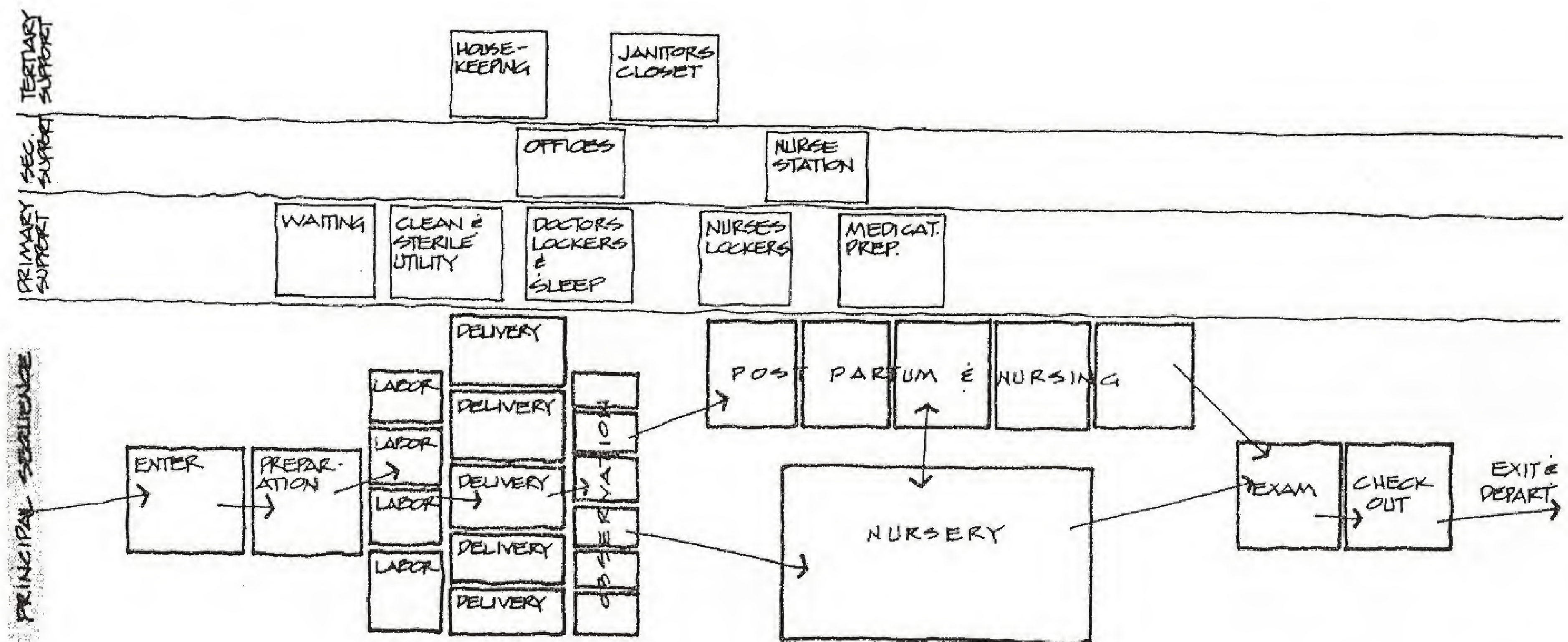


CAR DEALERSHIP

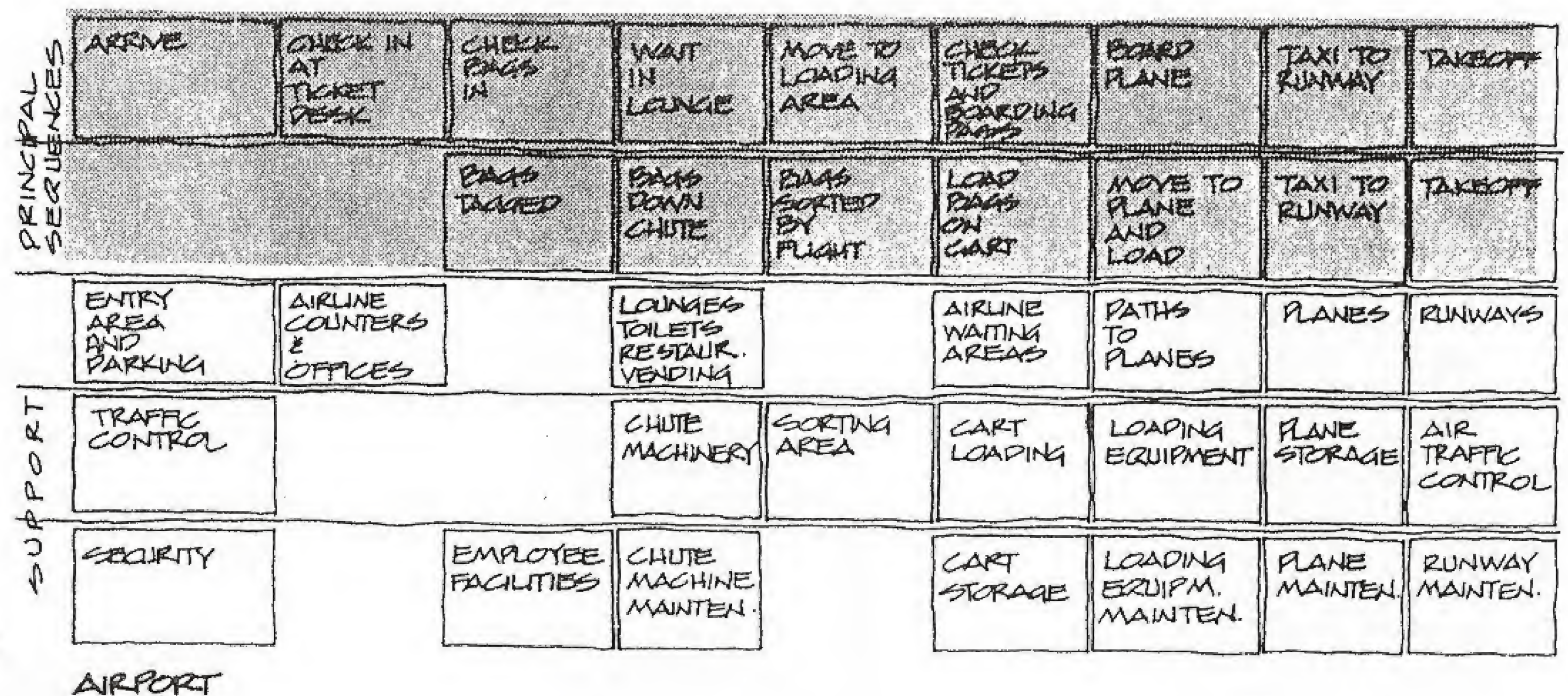
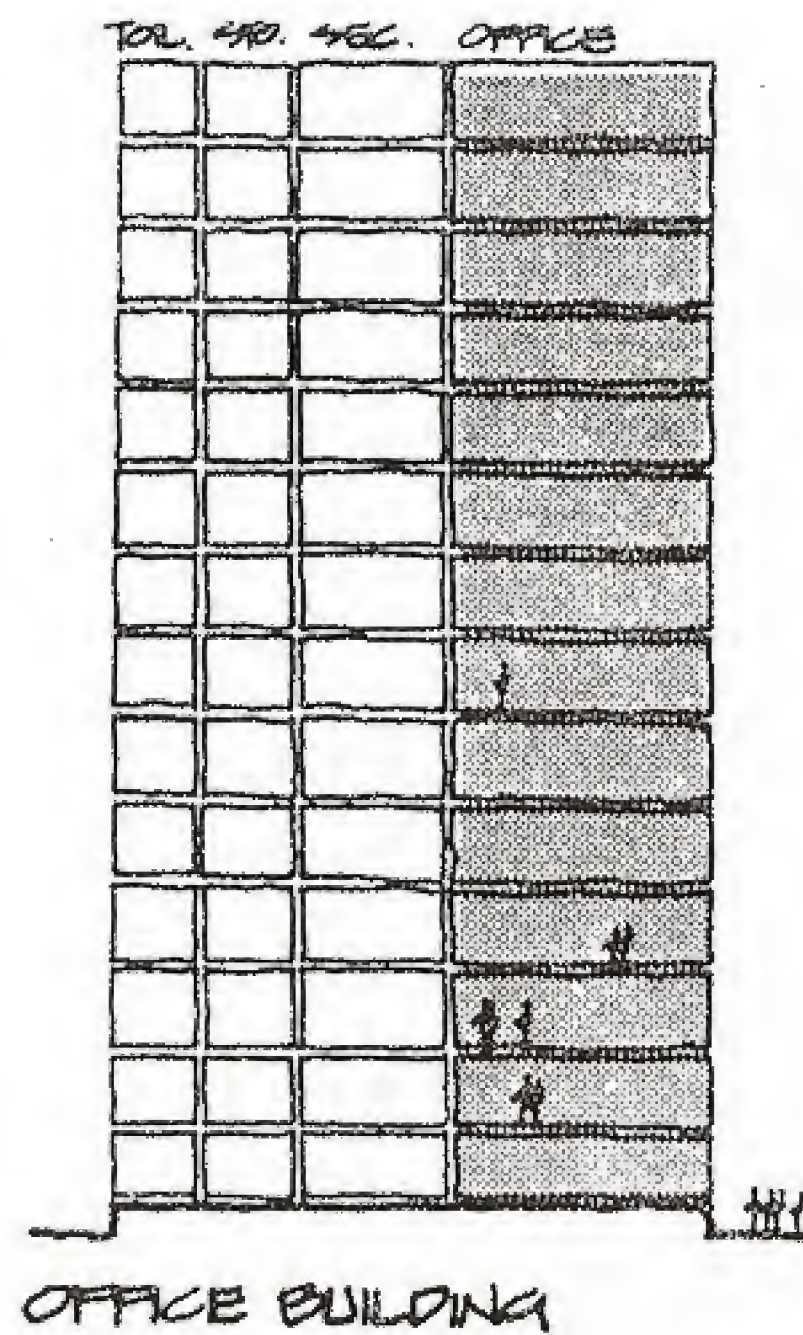




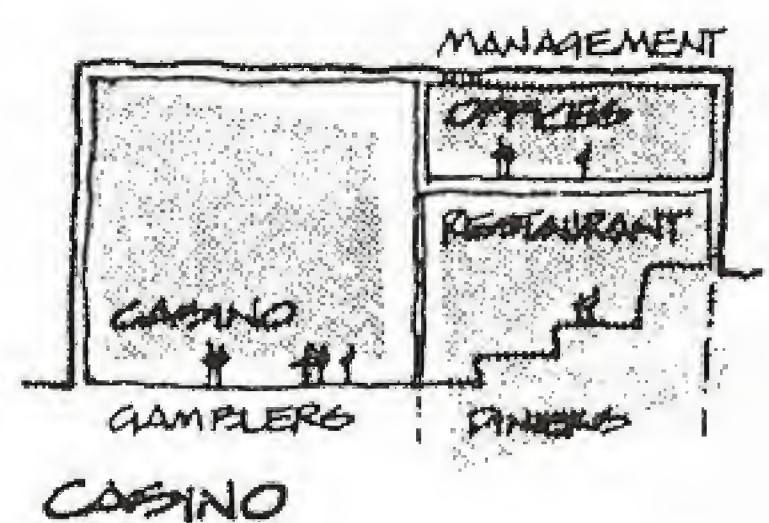
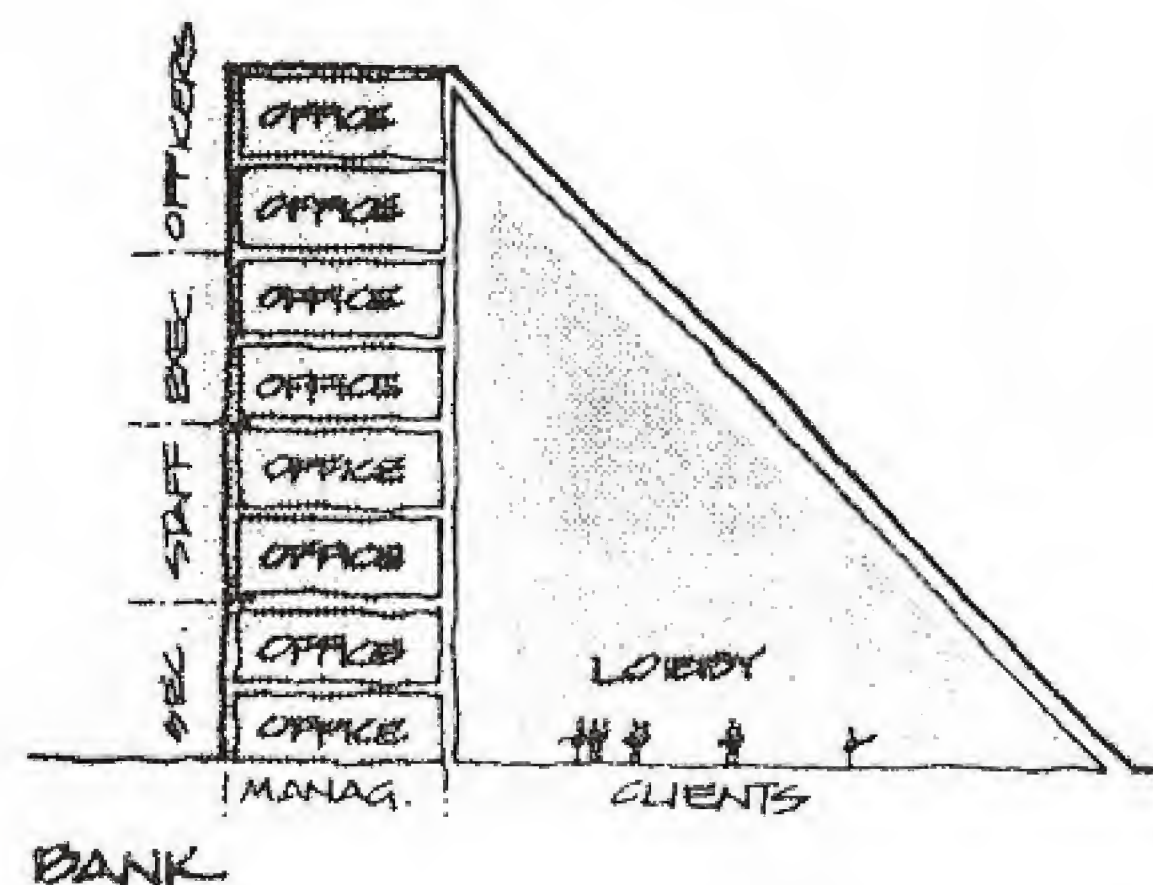
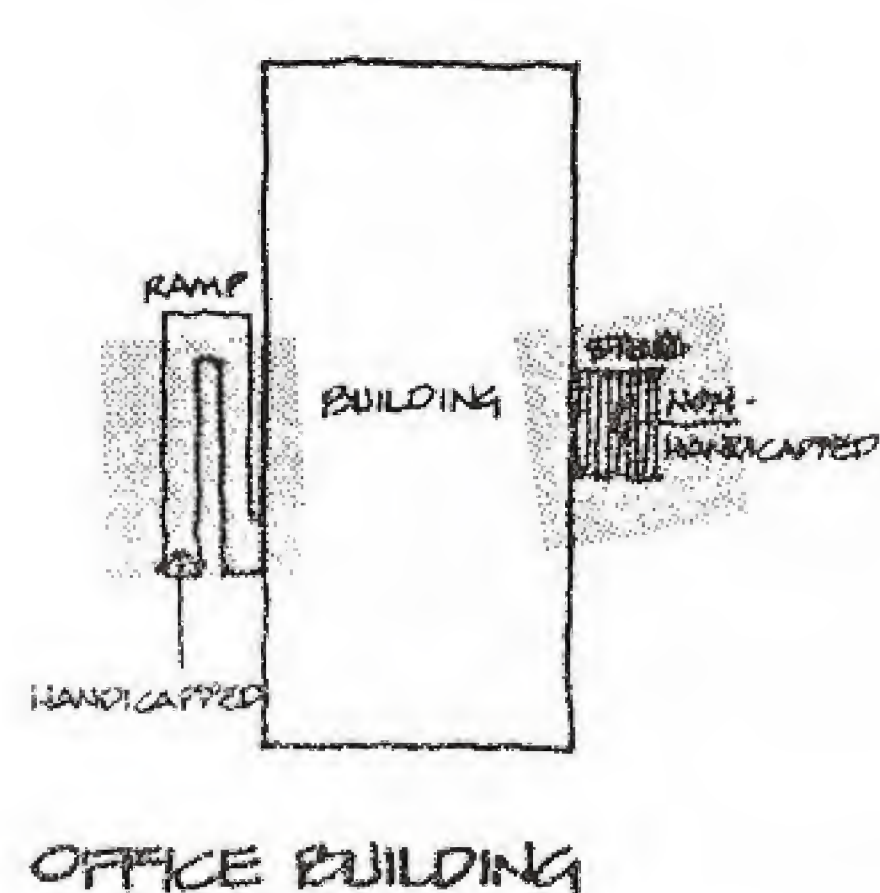
## Relatedness to Core Activities



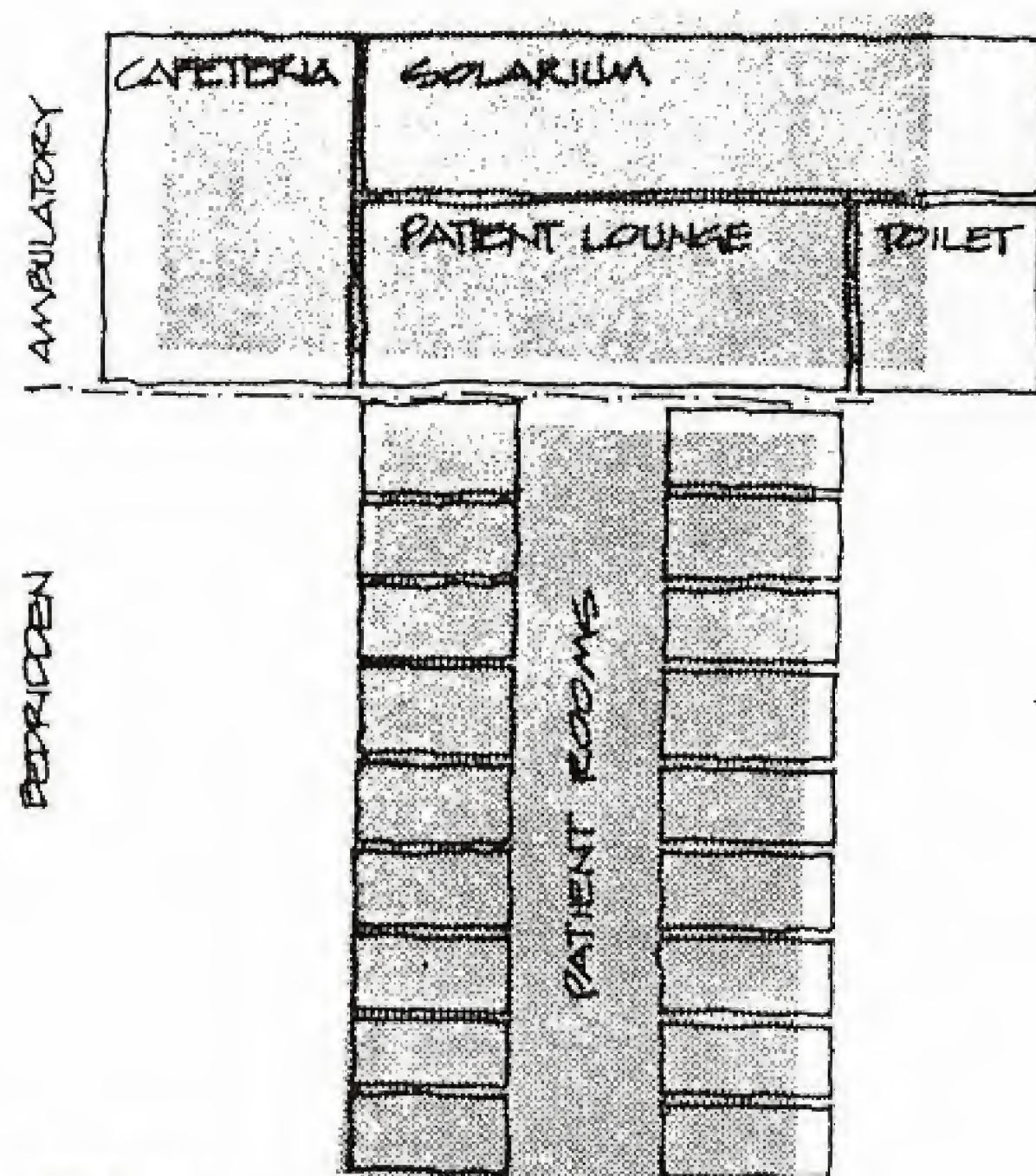




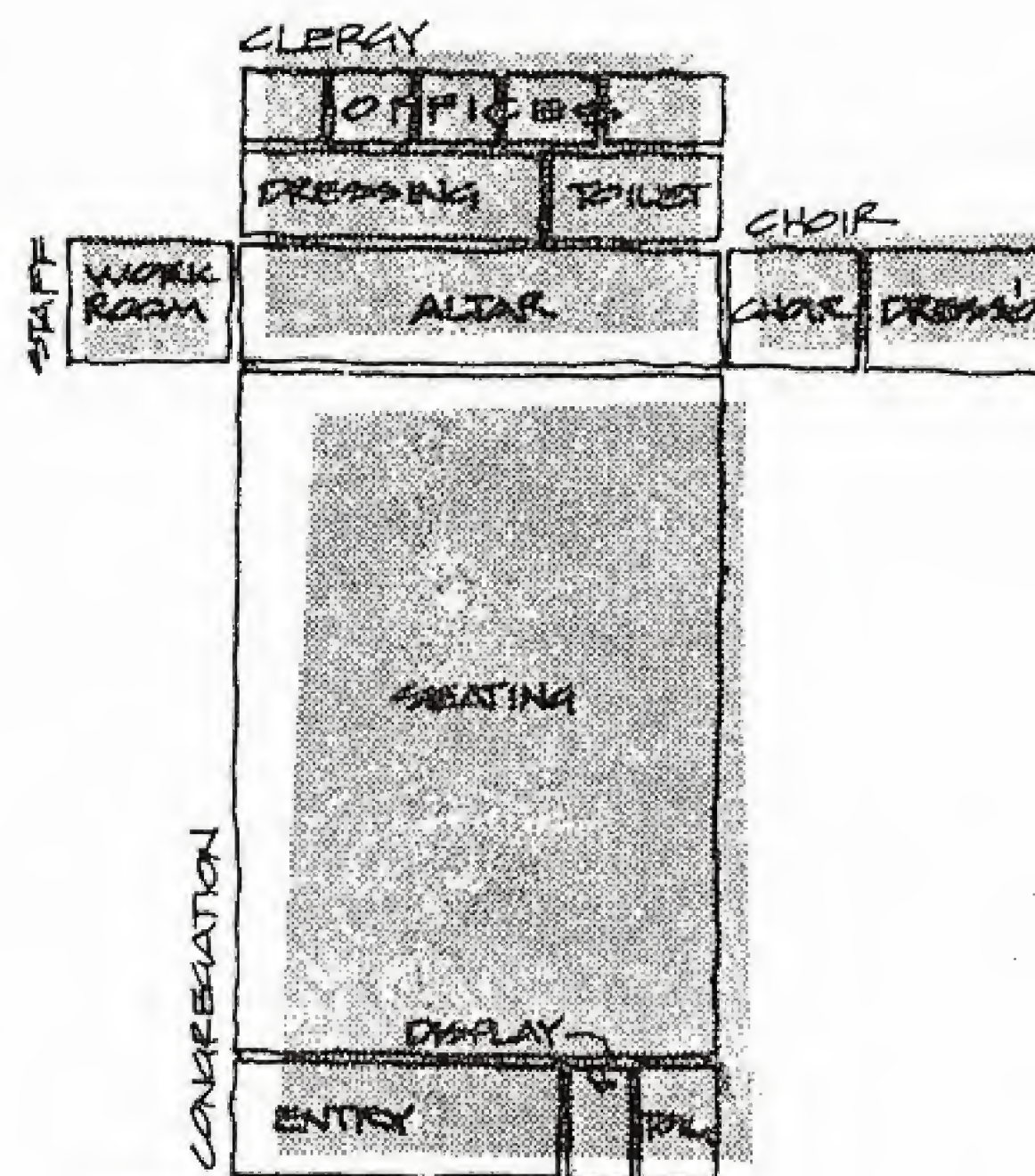
## Characteristics of People Involved



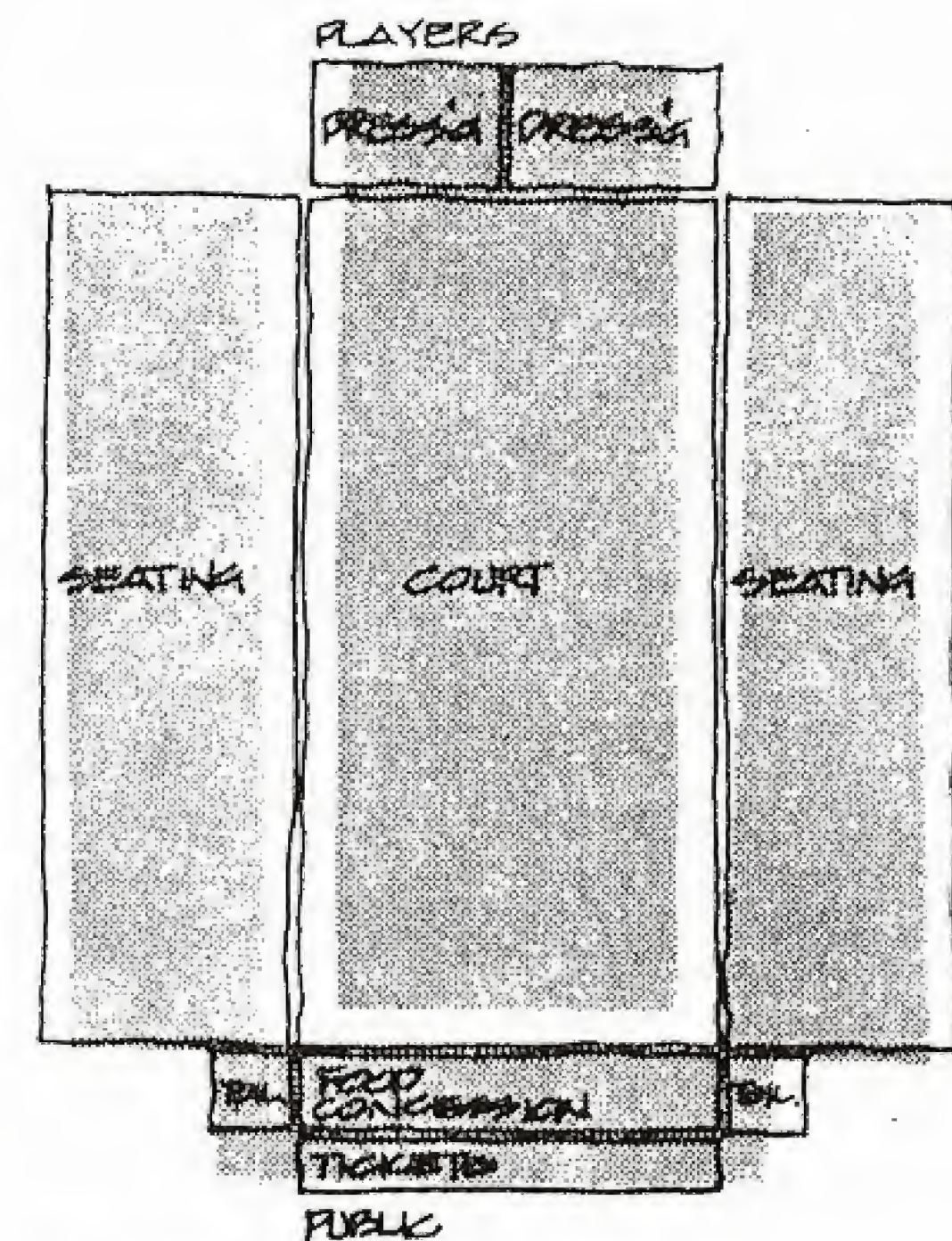




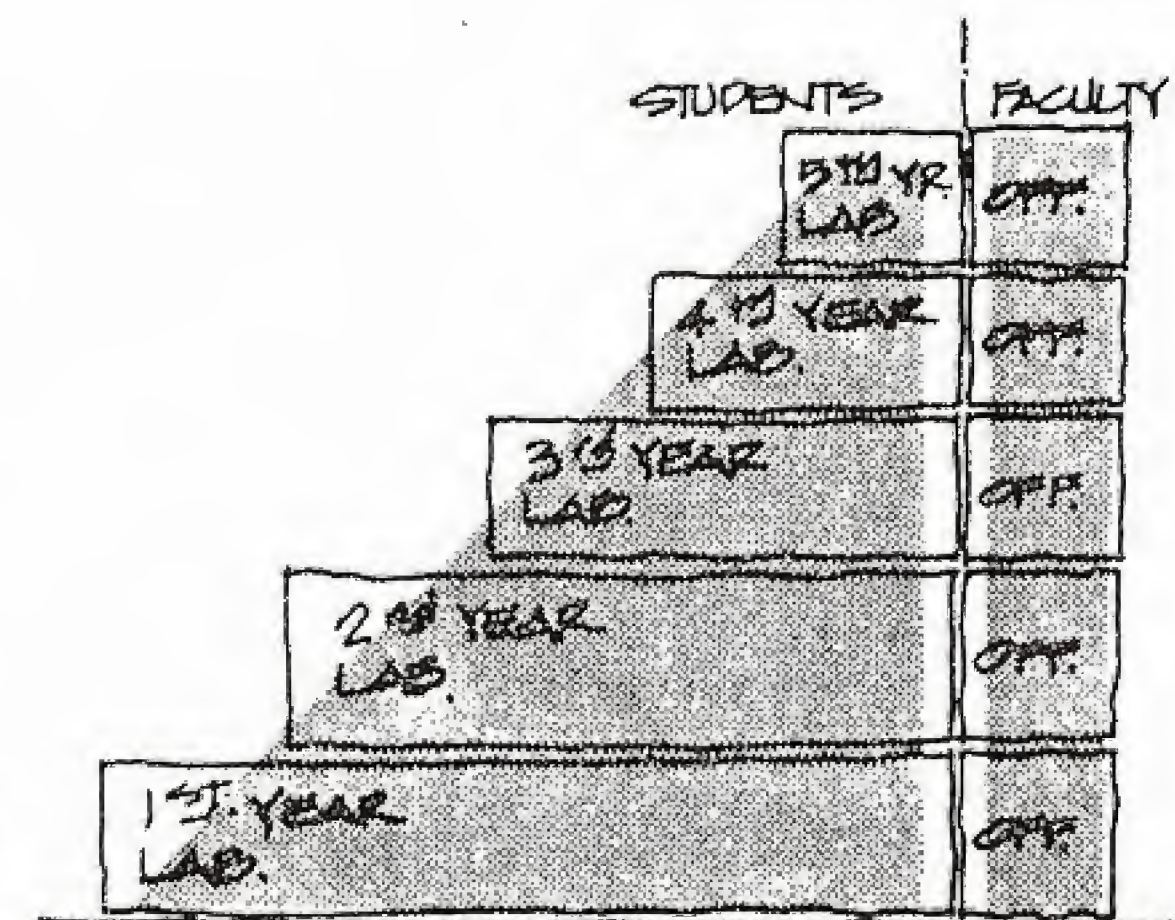
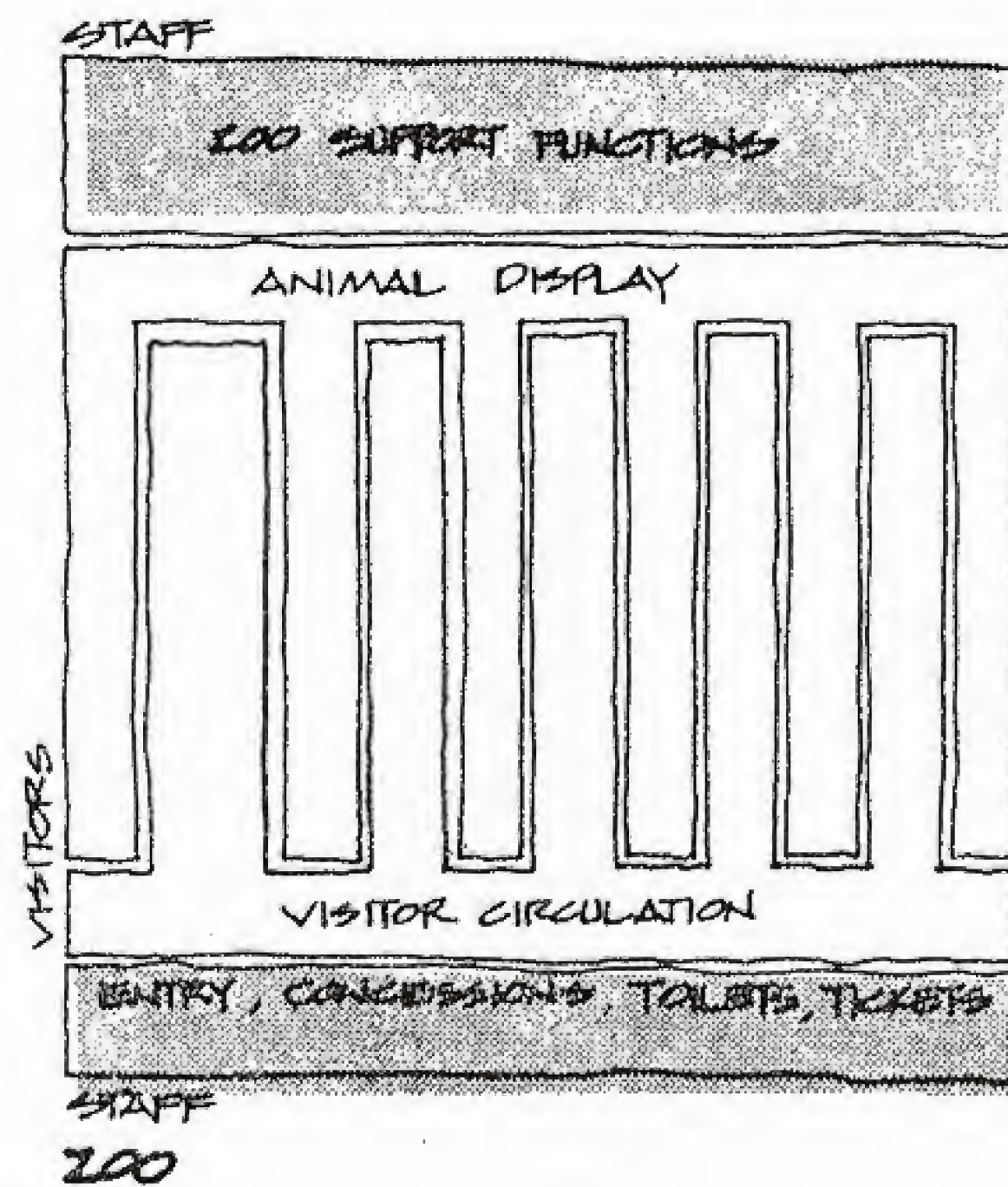
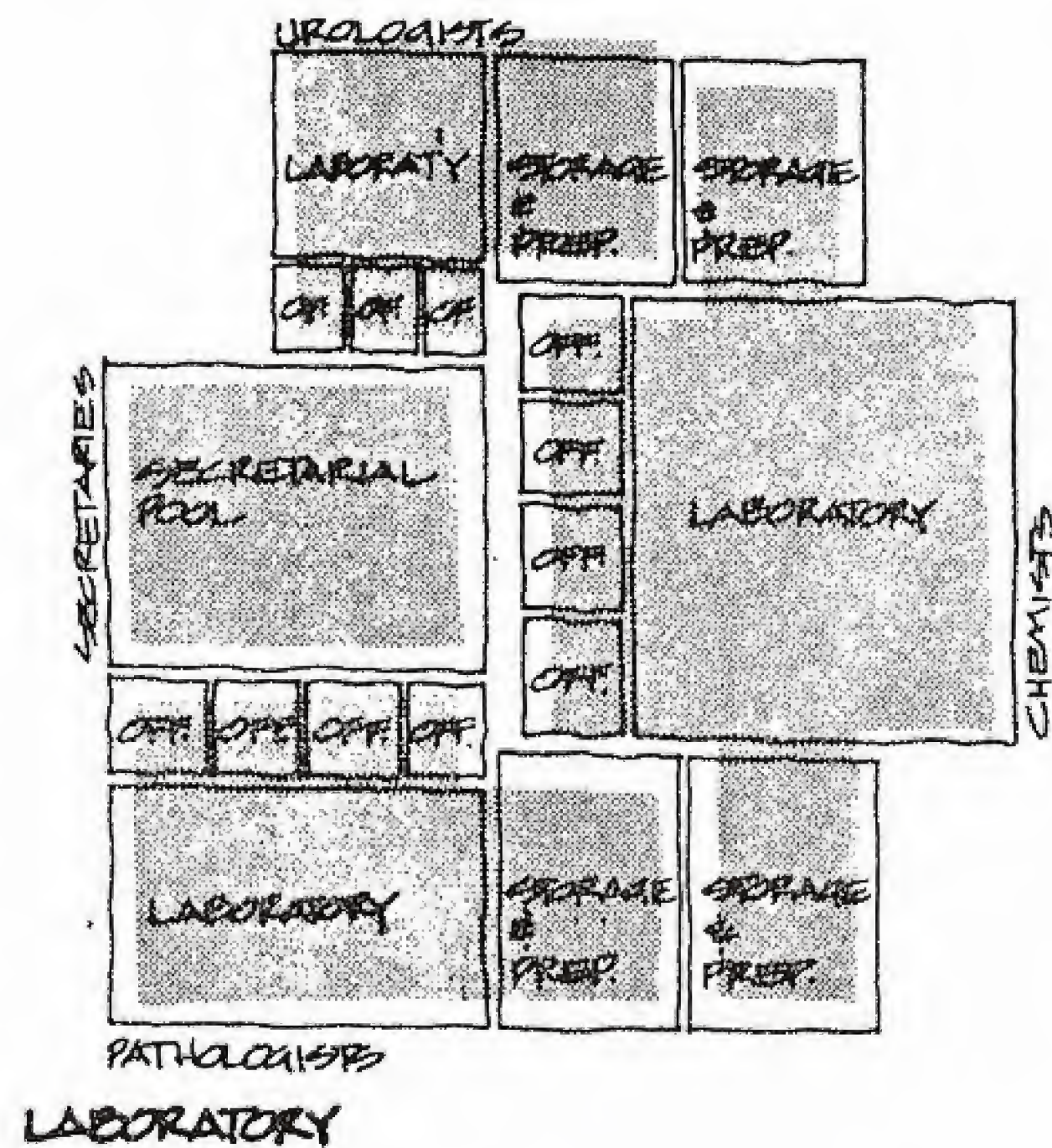
NURSING HOME



CHURCH



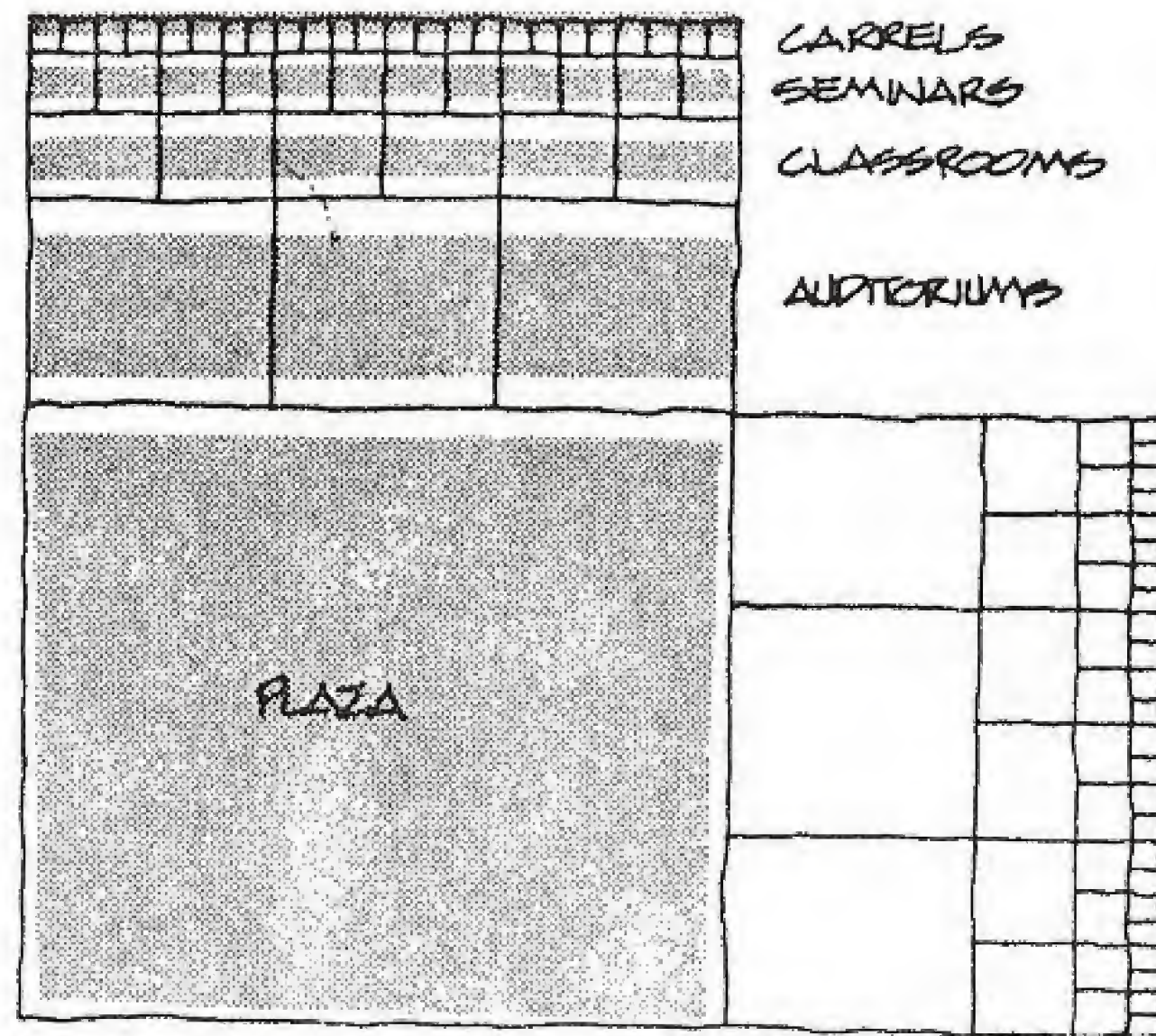
FIELDHOUSE



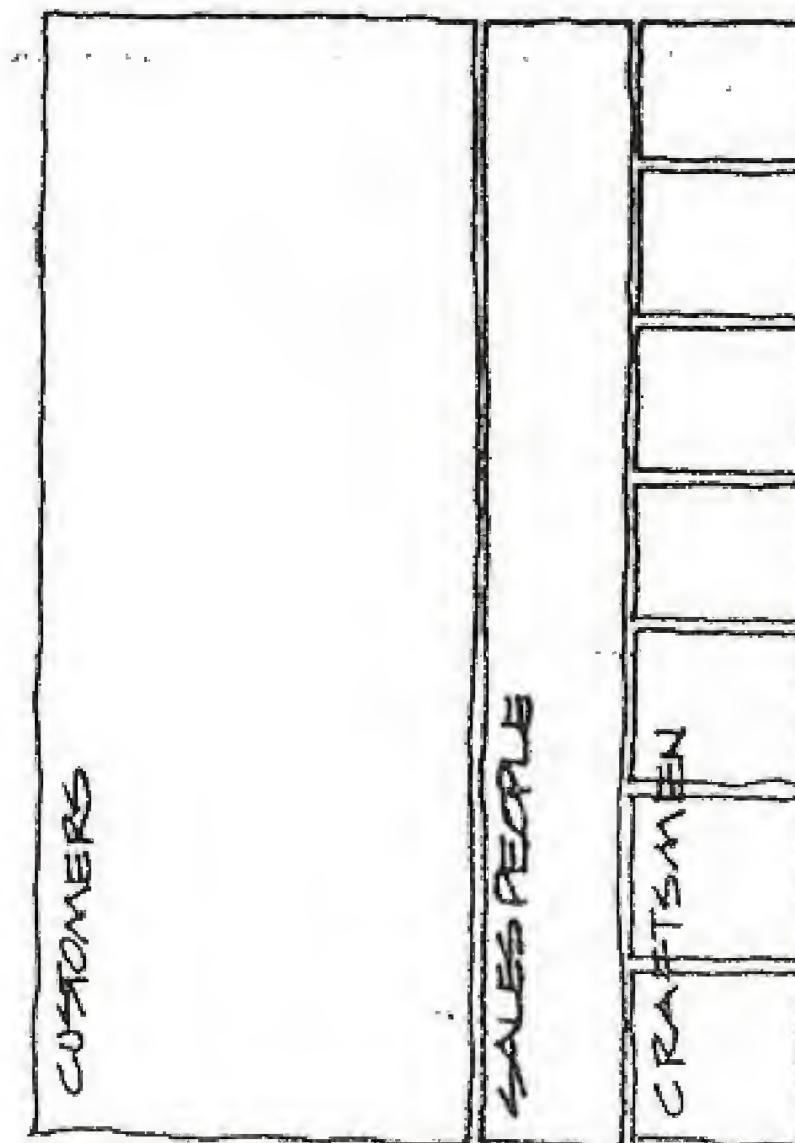
ARCHITECTURE SCHOOL



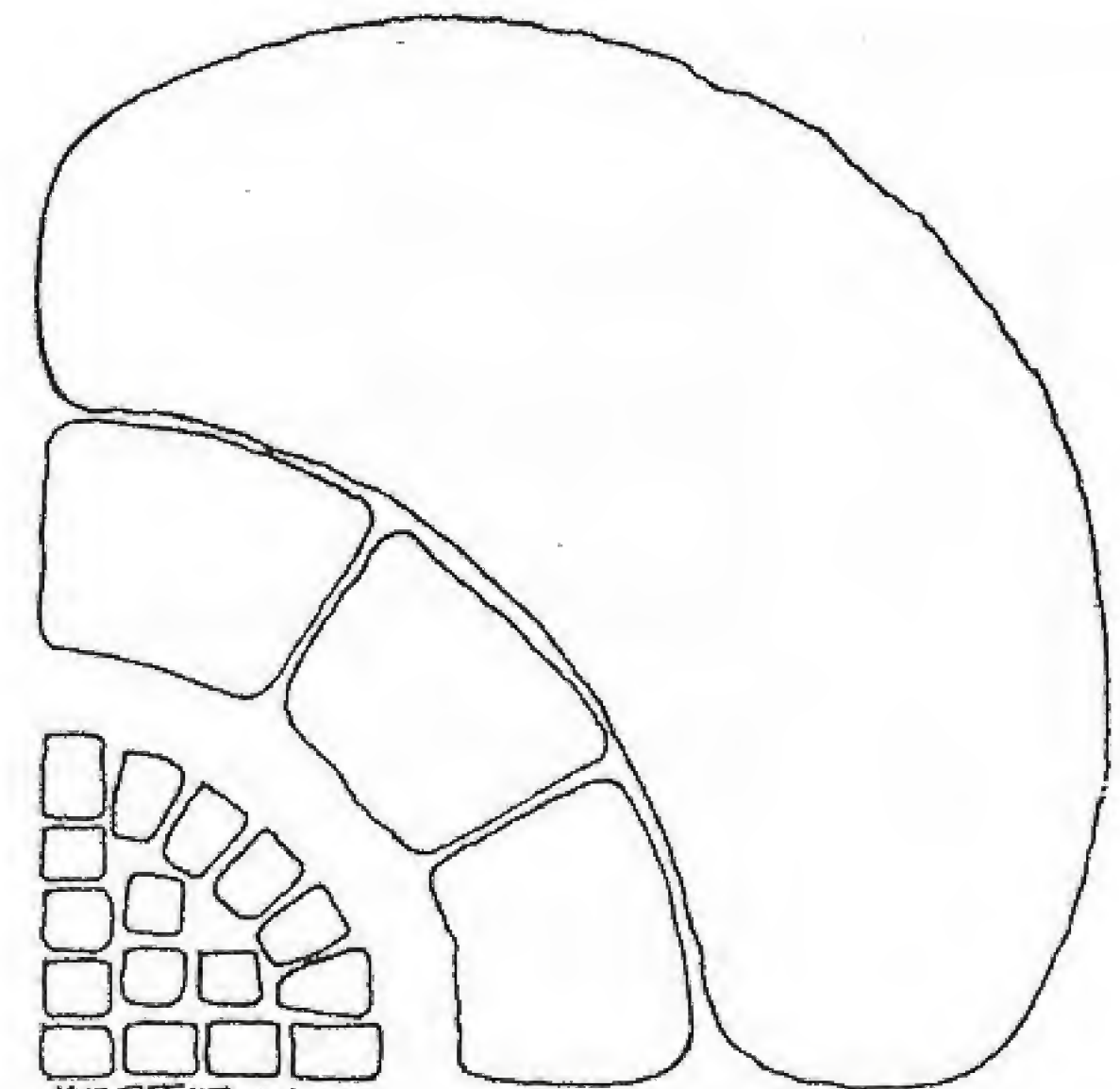
# Volume of People Involved



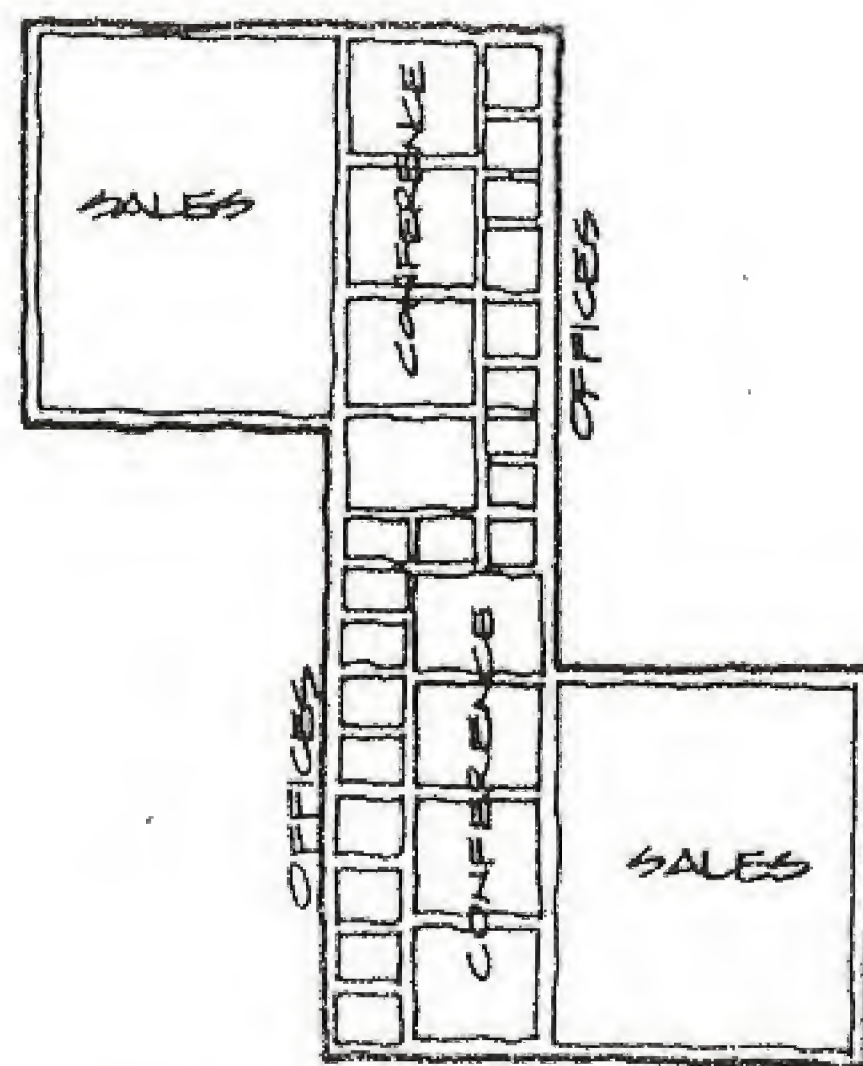
LEARNING COMPLEX



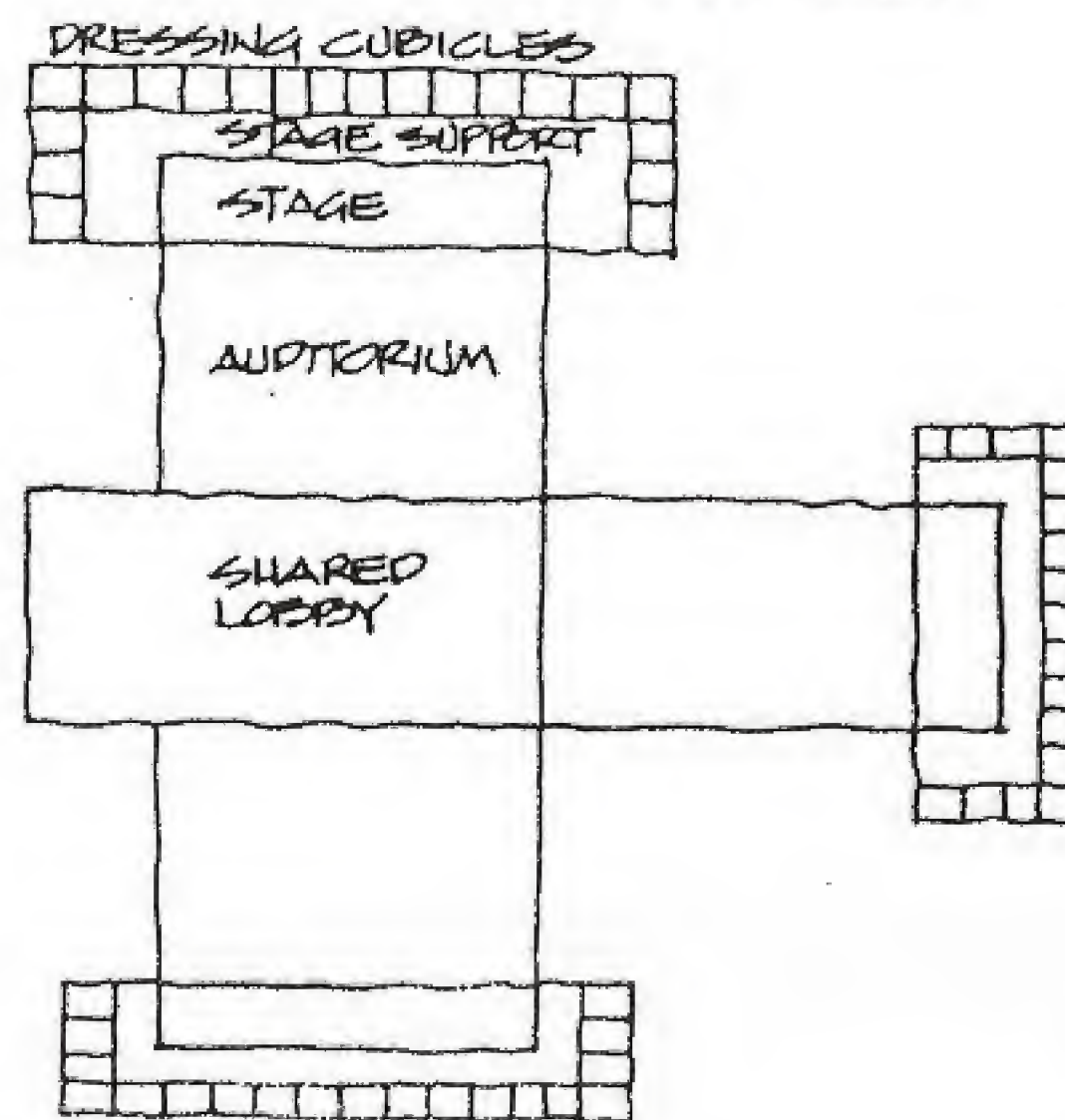
CRAFTS SHOP



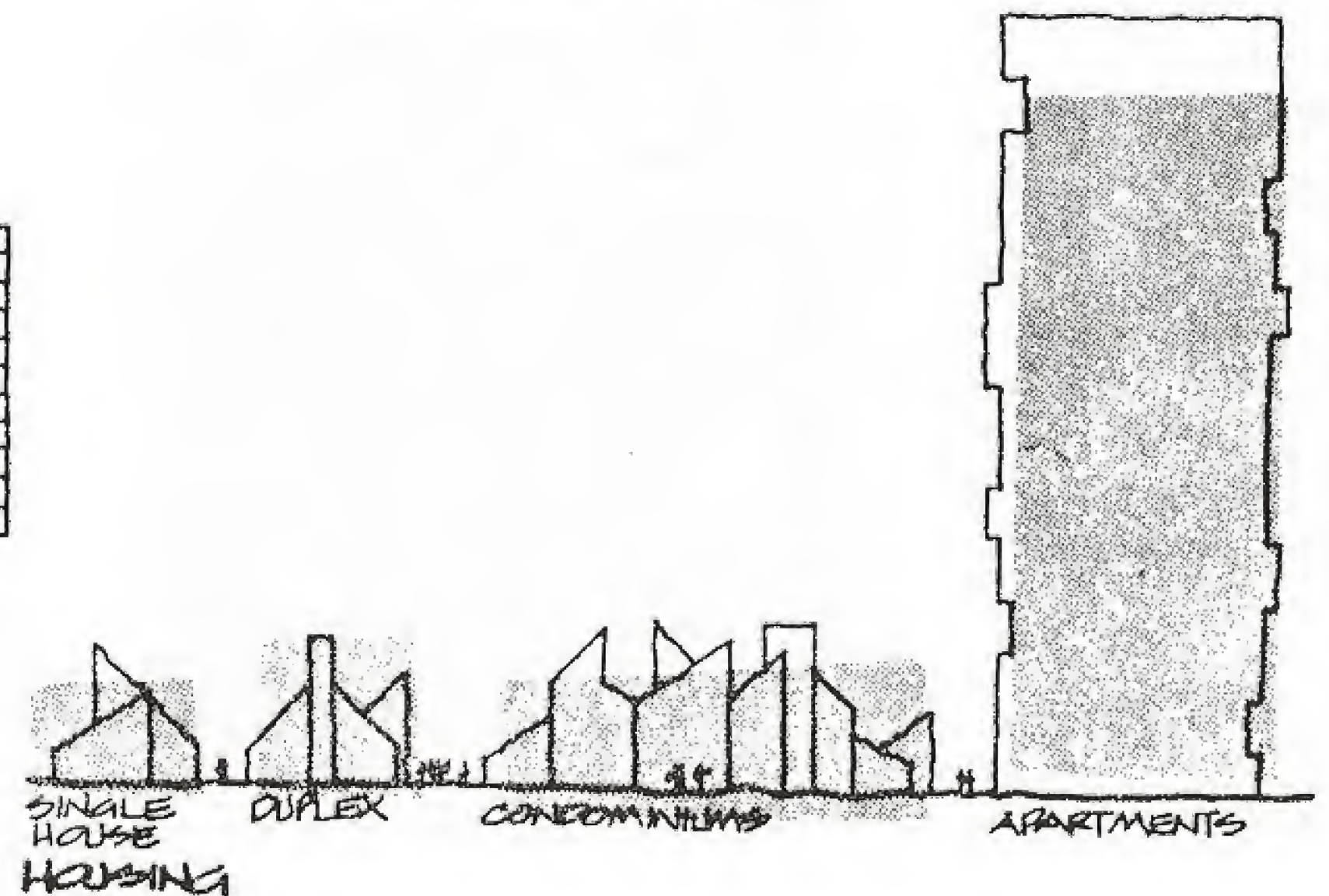
CHURCH - RETREAT



SALES COMPLEX



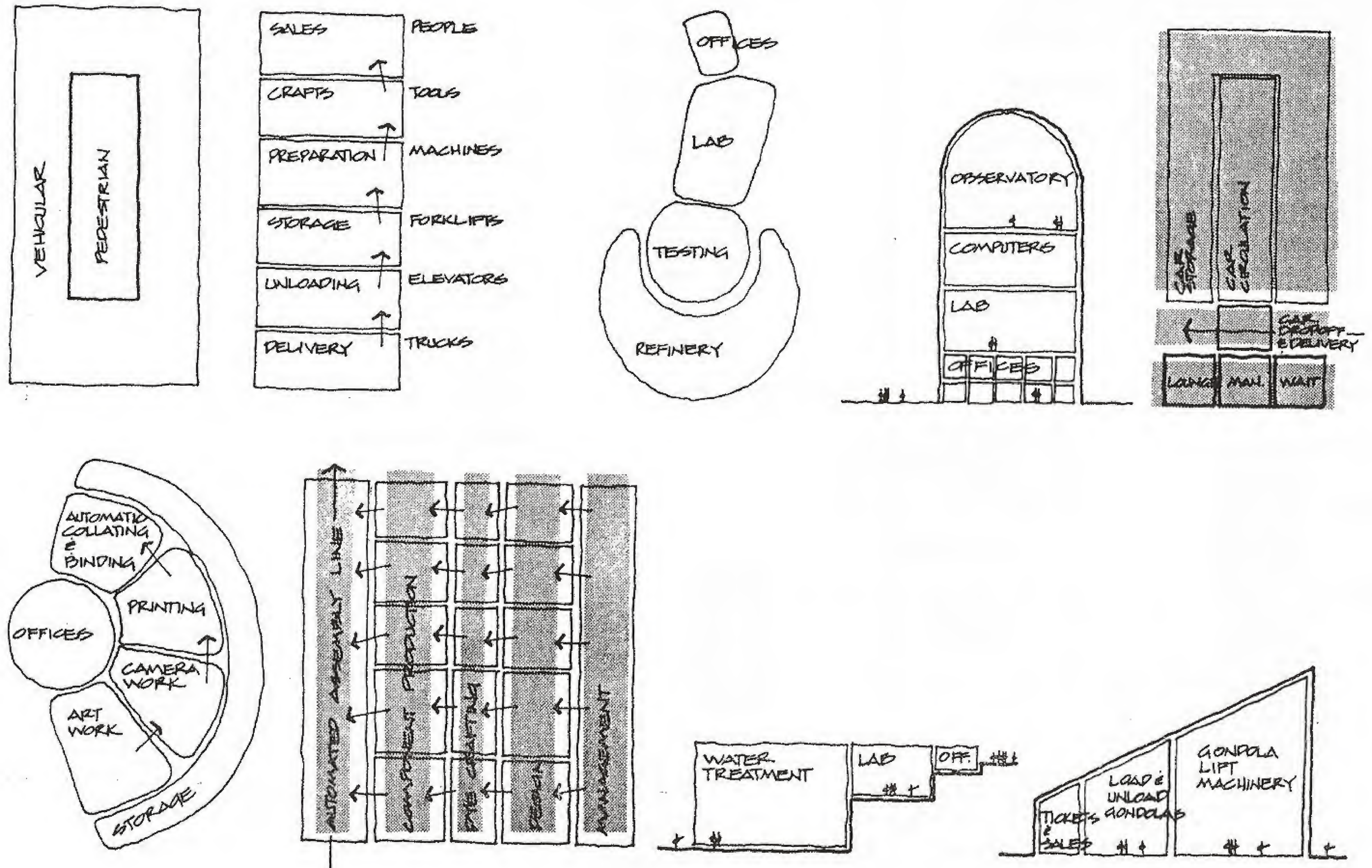
PERFORMANCE GROUP



HOUSING

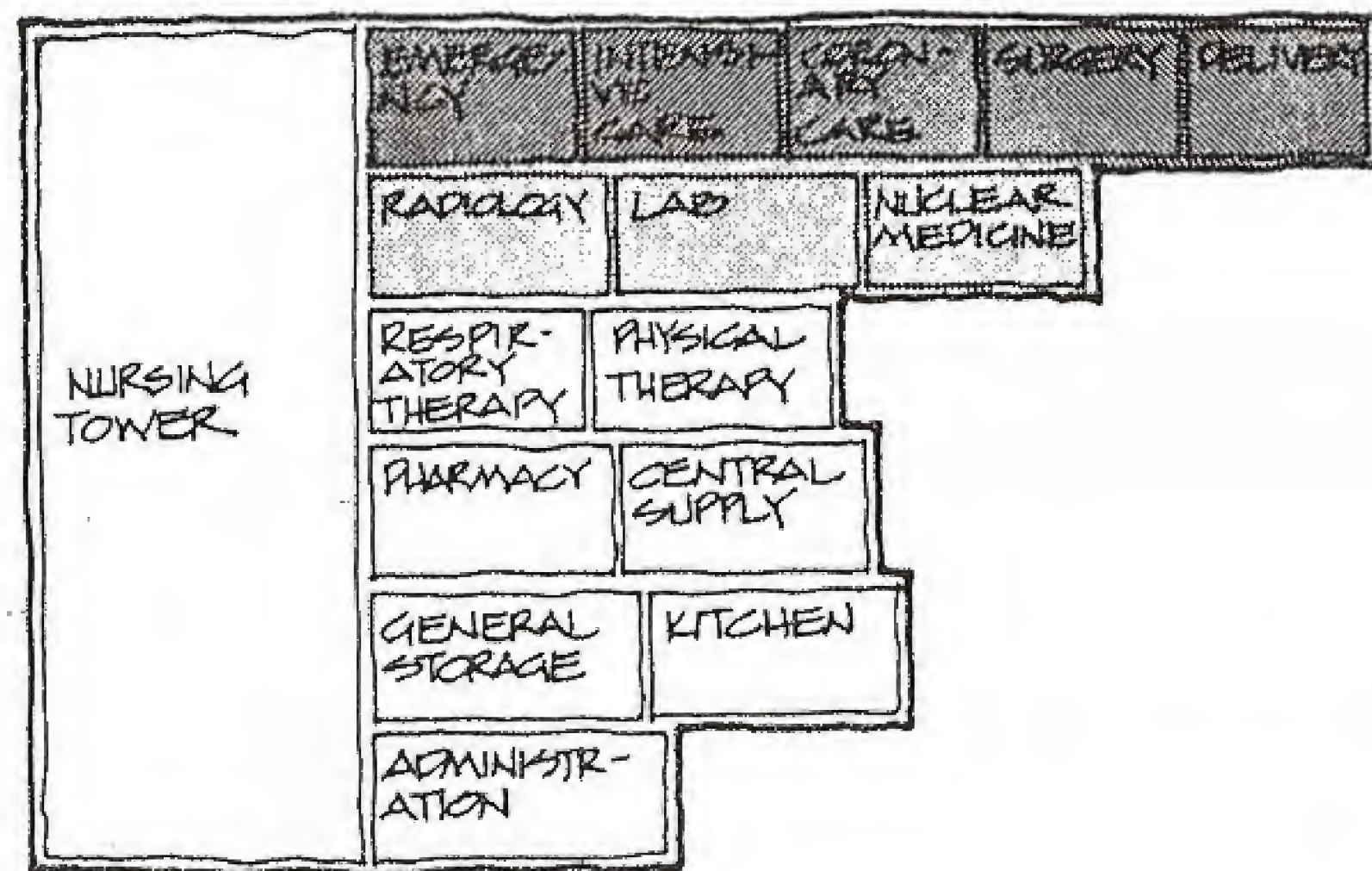


# Extent of Man or Machine Involvement

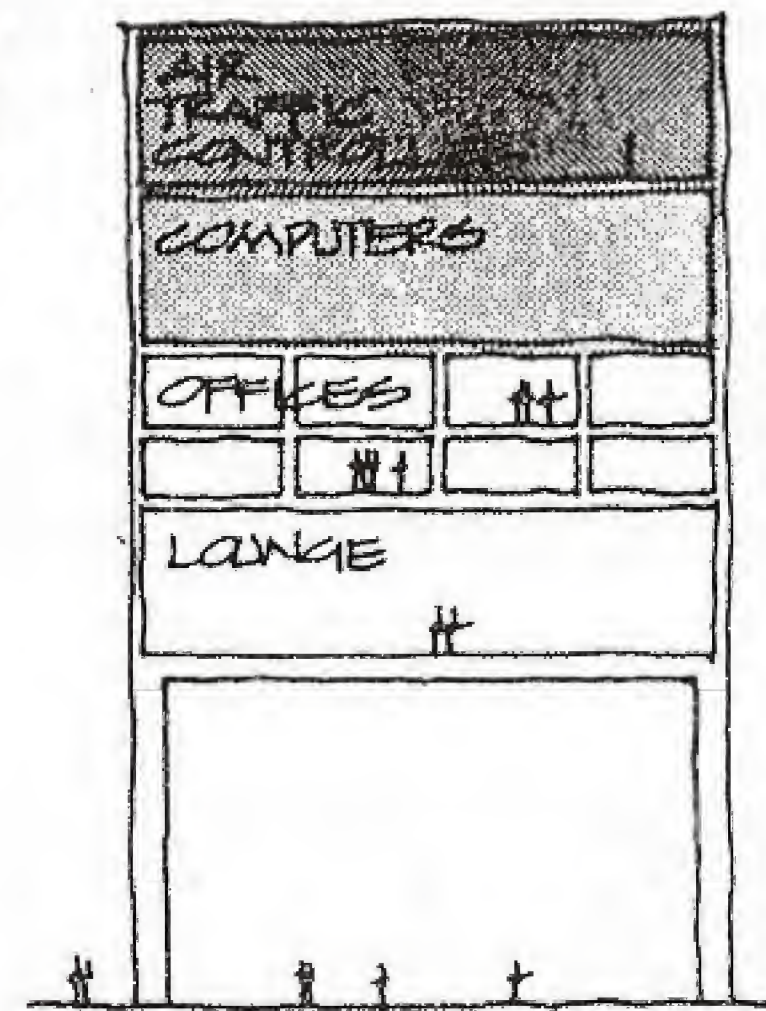




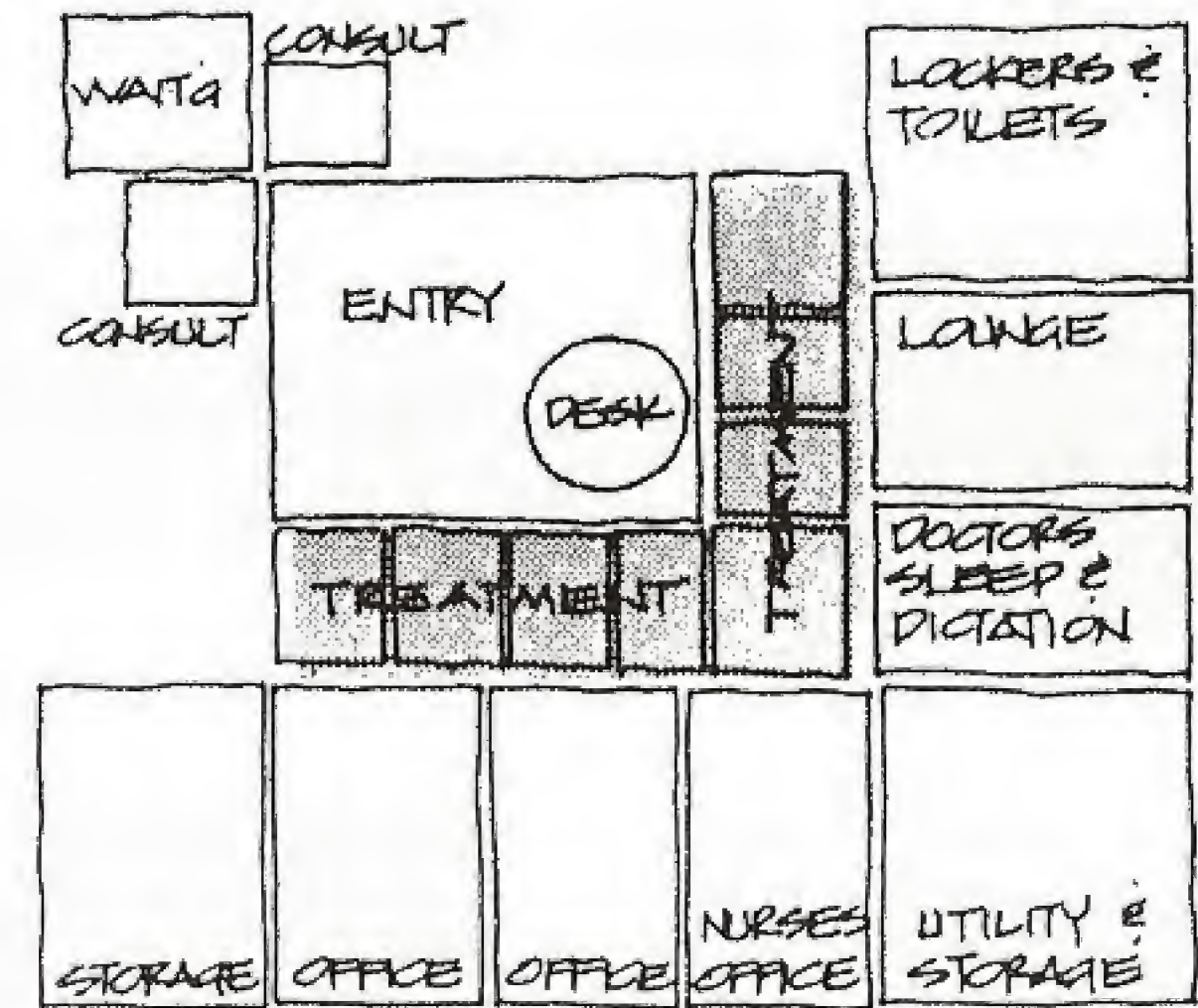
# Degree of Emergency or Critical Situations



HOSPITAL

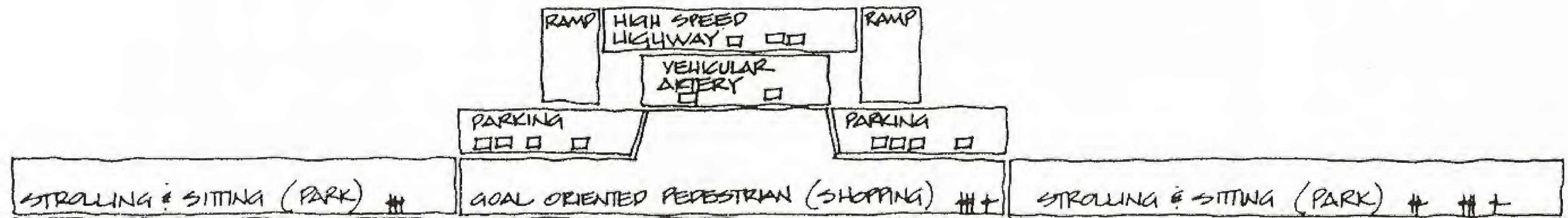


AIR TRAFFIC CONTROL TOWER



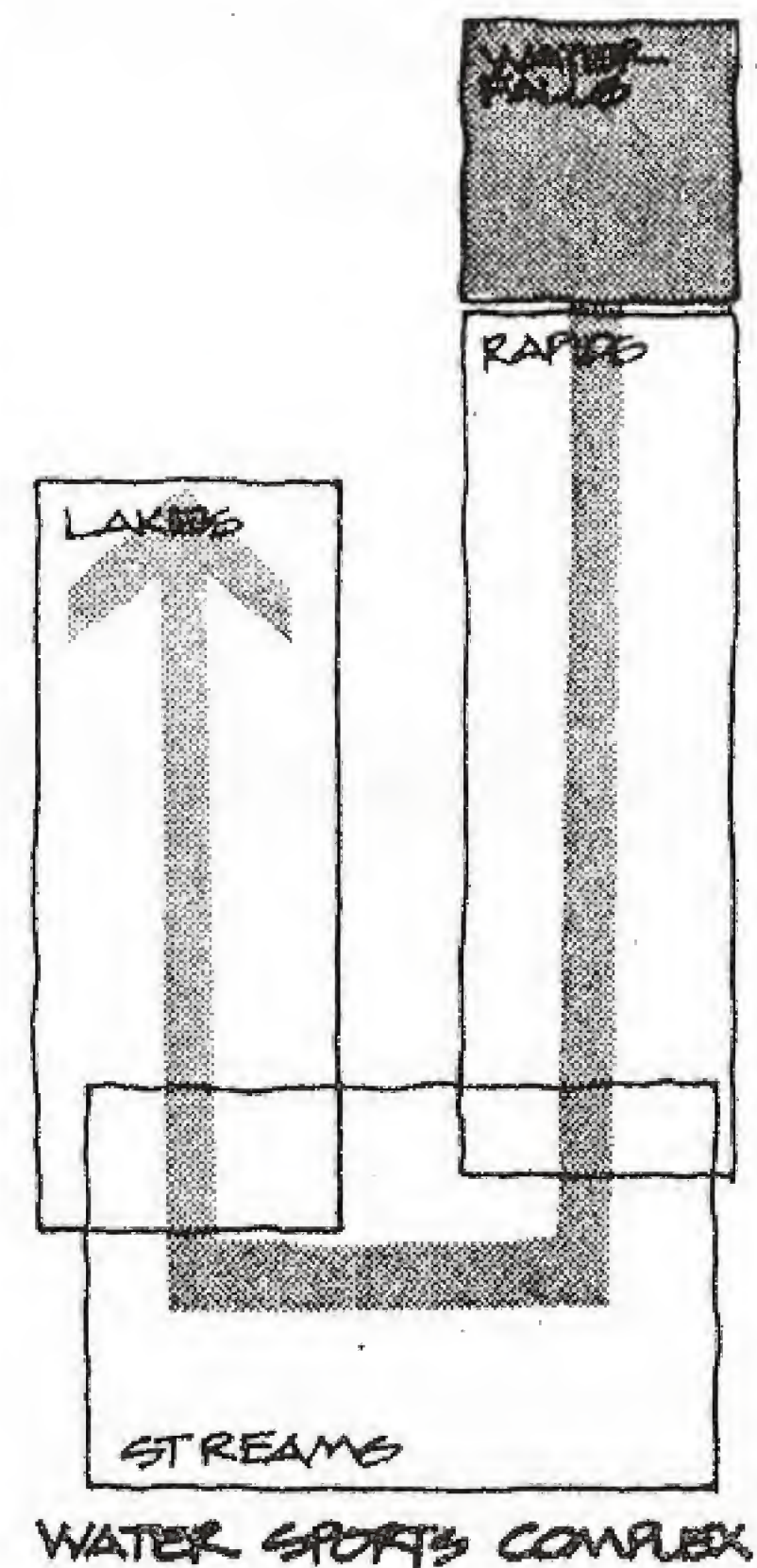
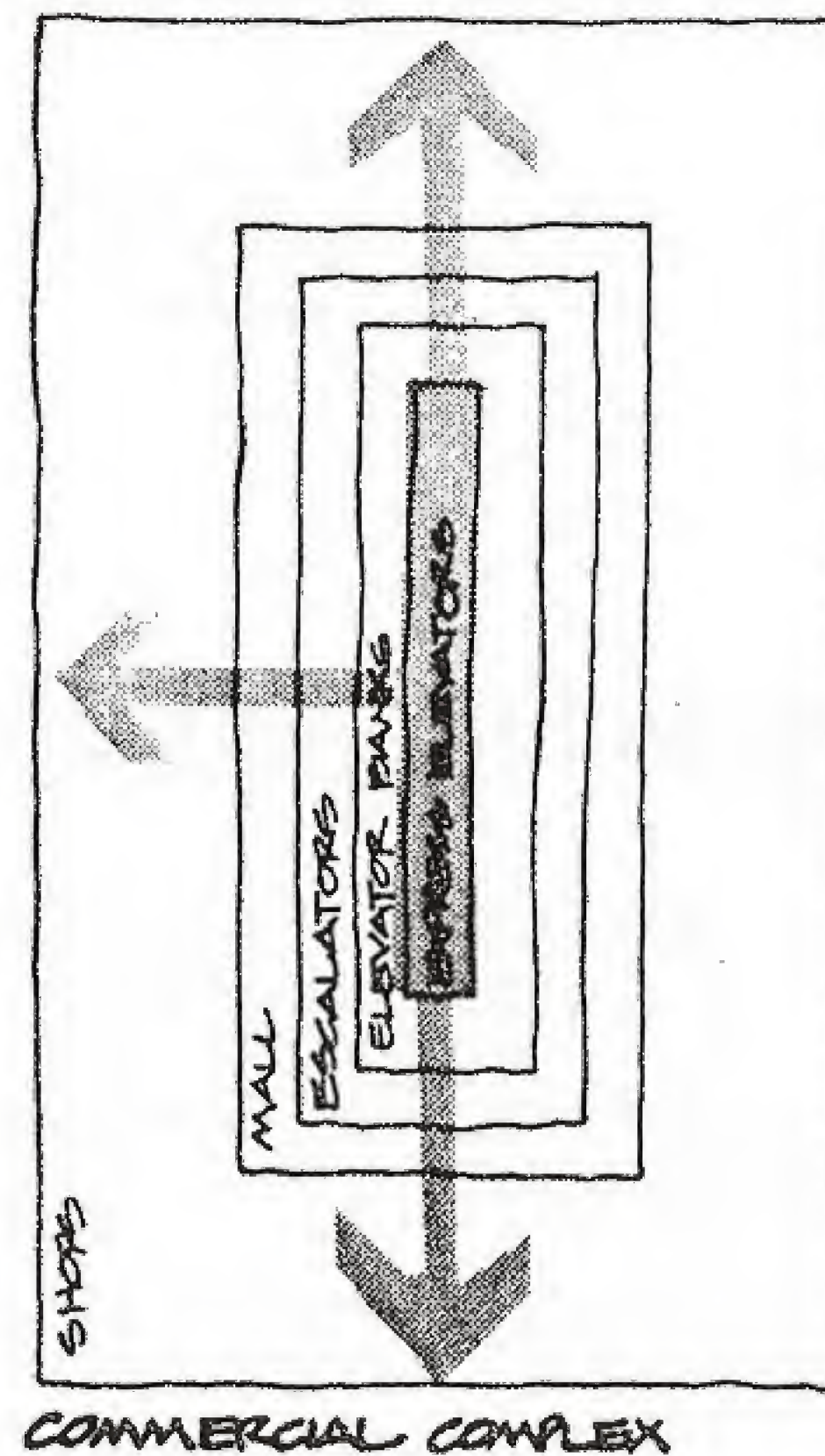
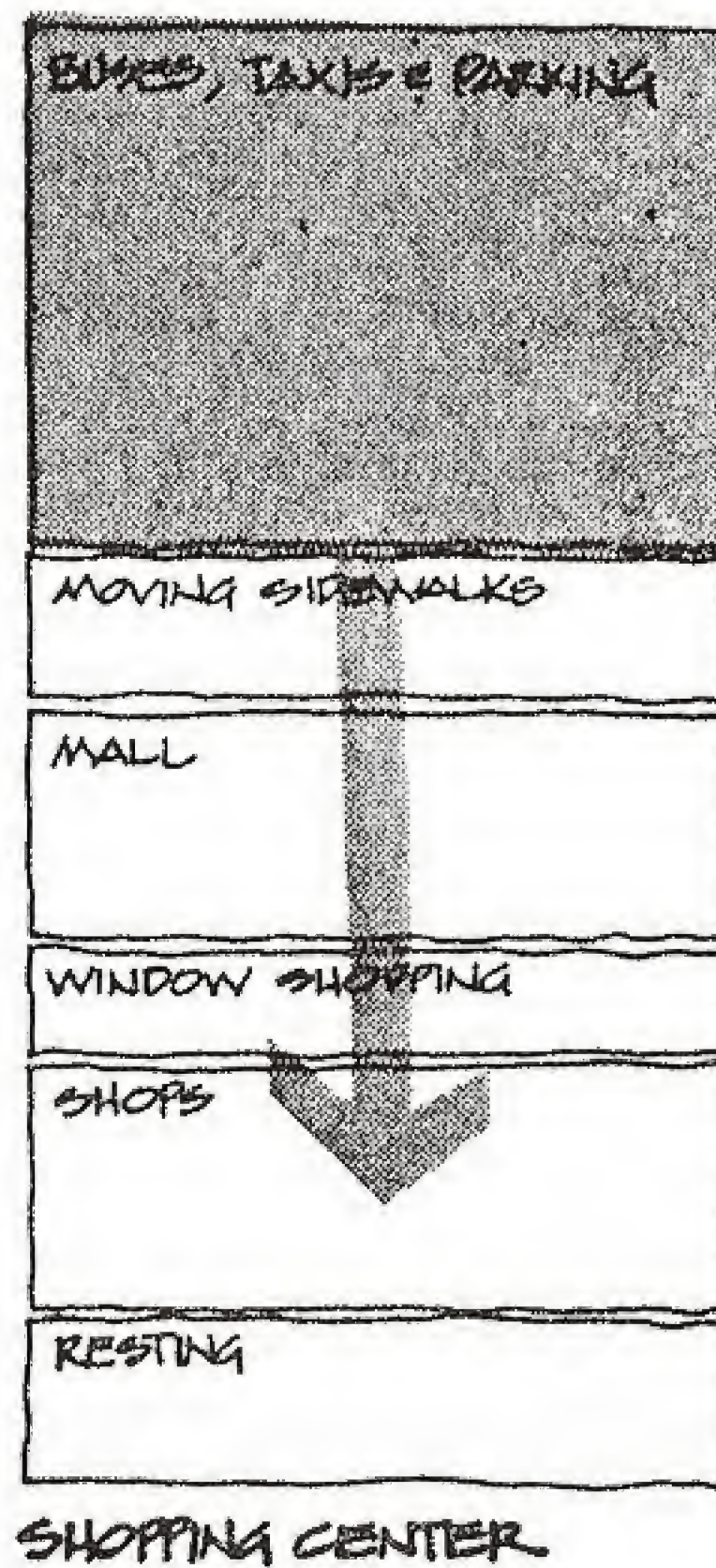
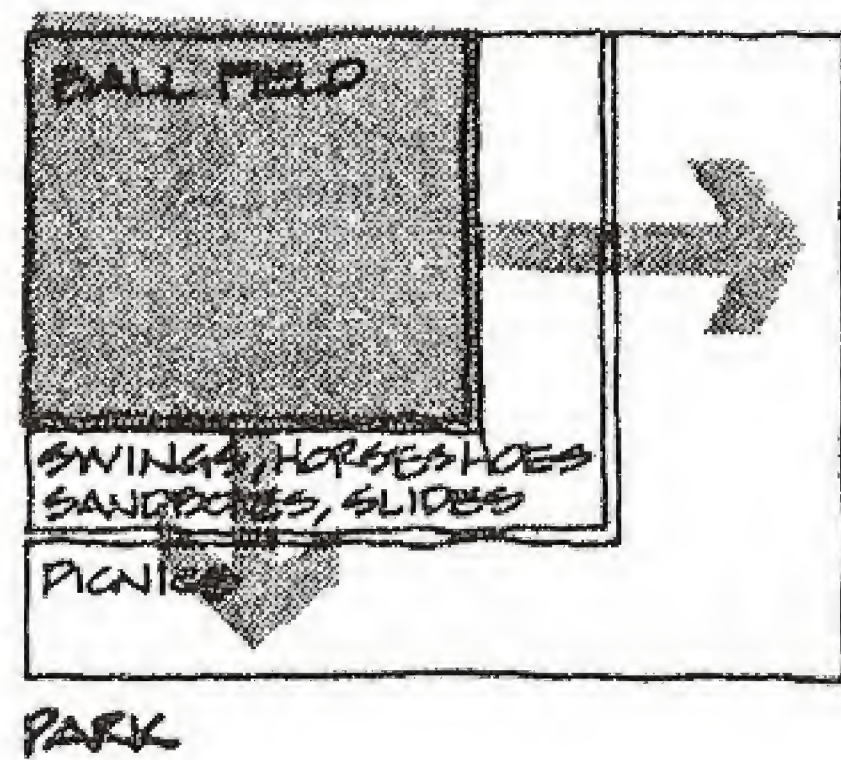
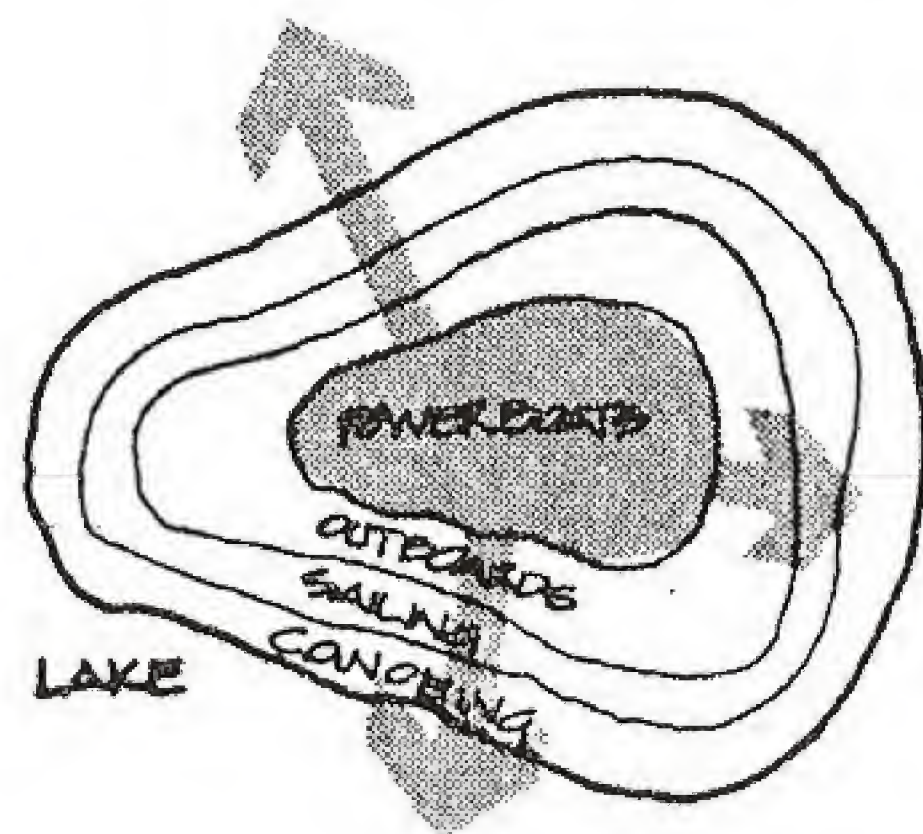
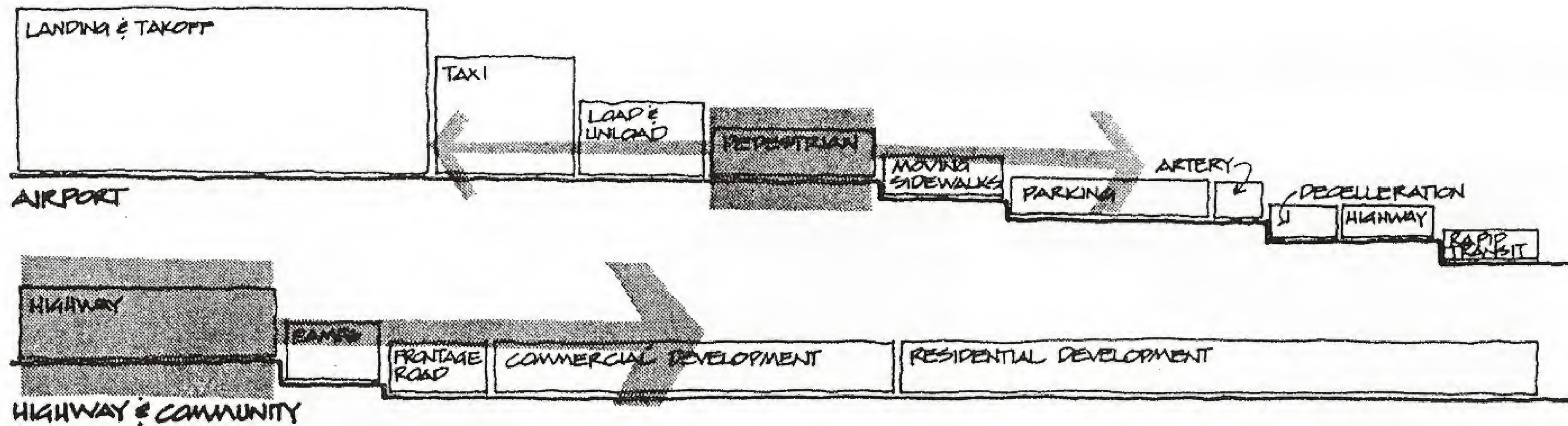
EMERGENCY SUITE

# Relative Speed of Respective Activities



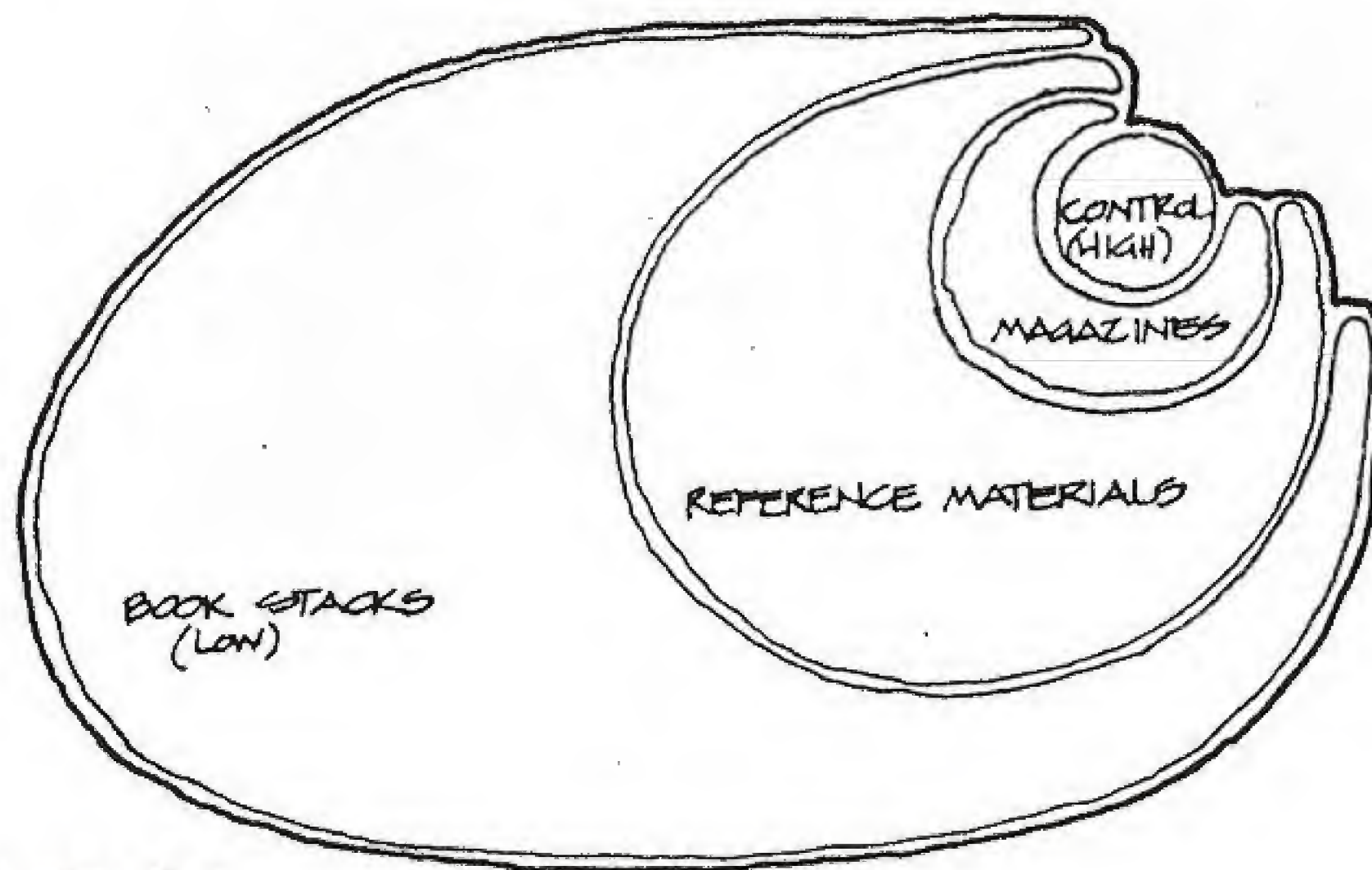
INTEGRATED HIGHWAY & SHOPPING COMPLEX



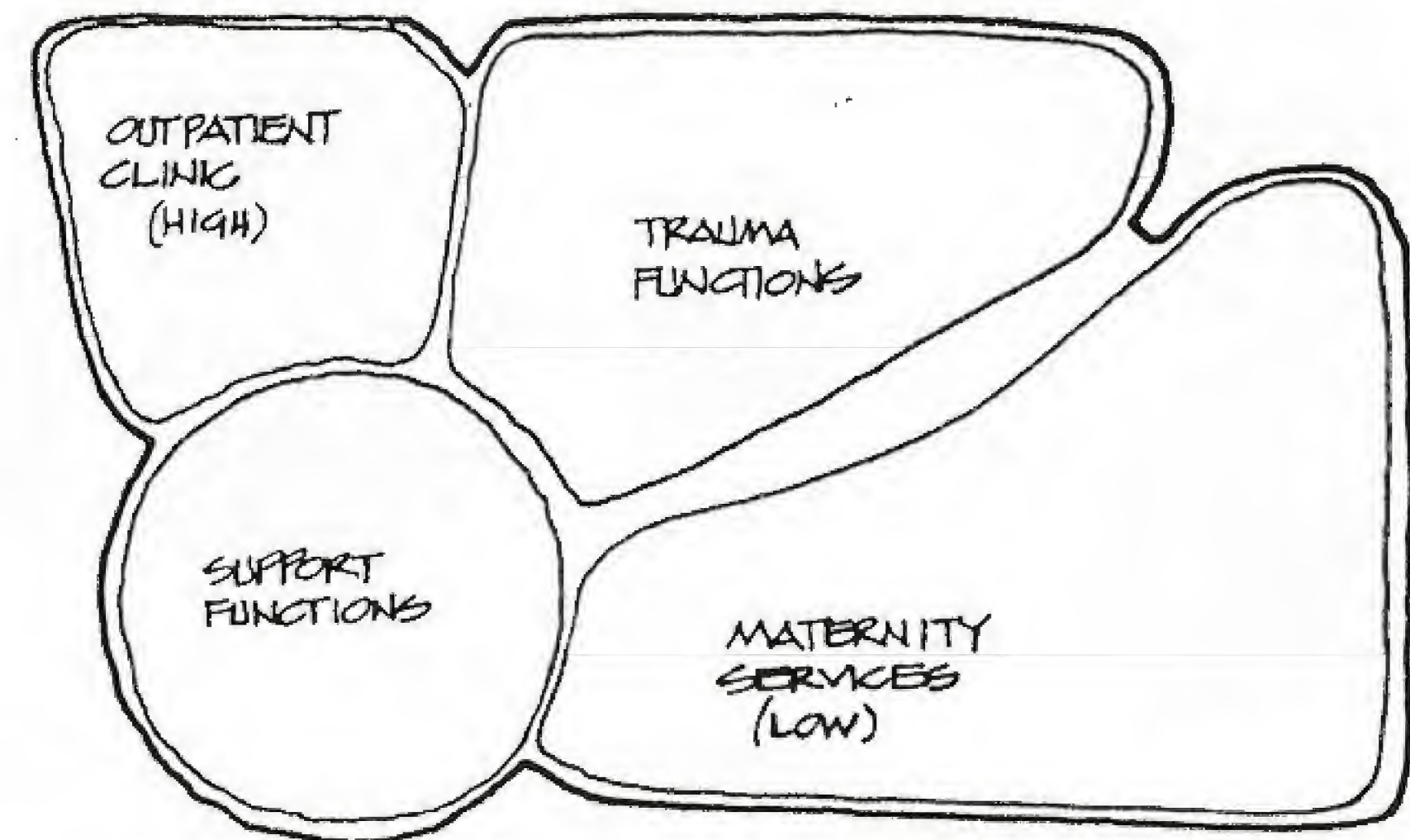




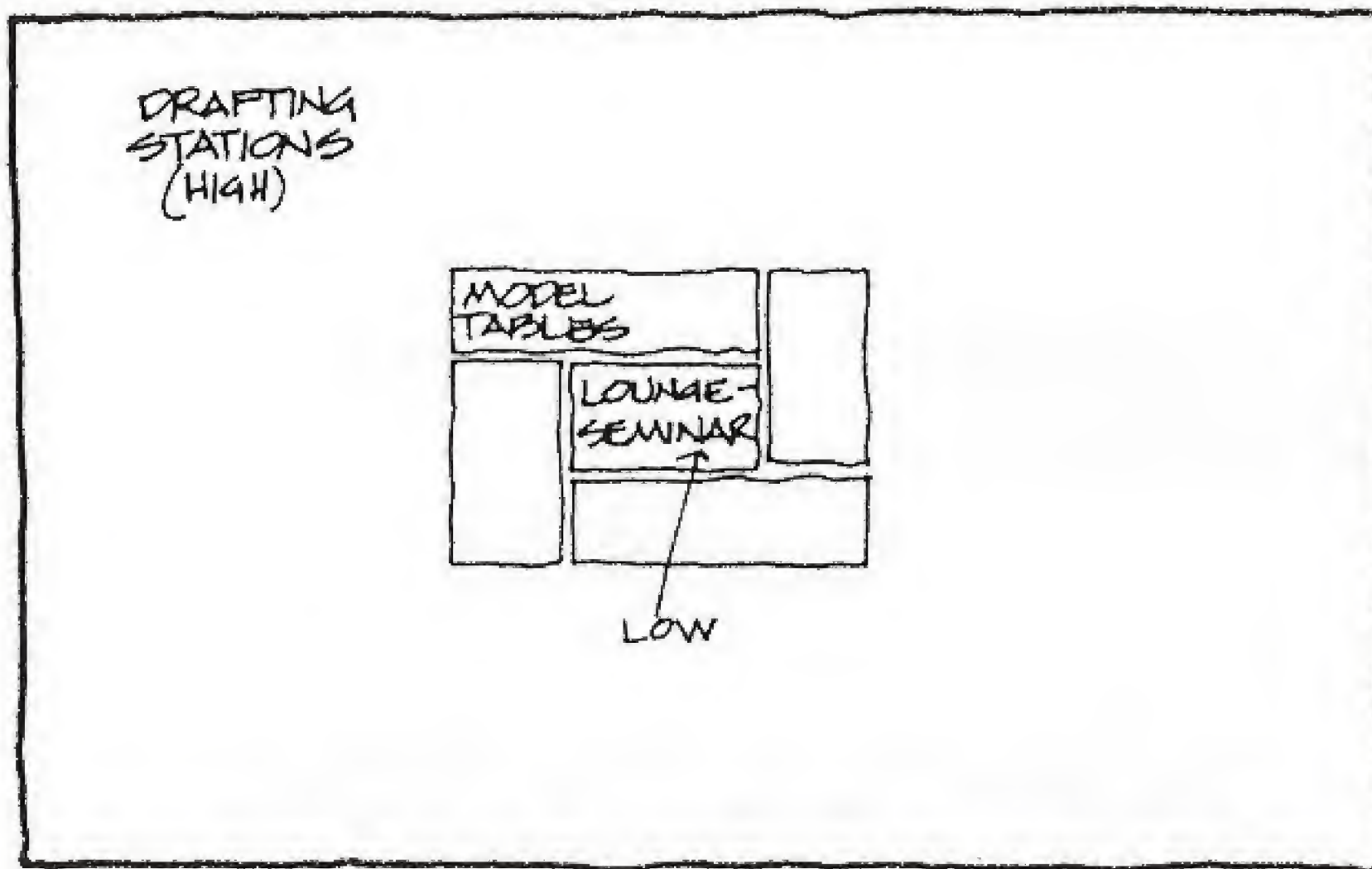
# Frequency of Activity Occurrence



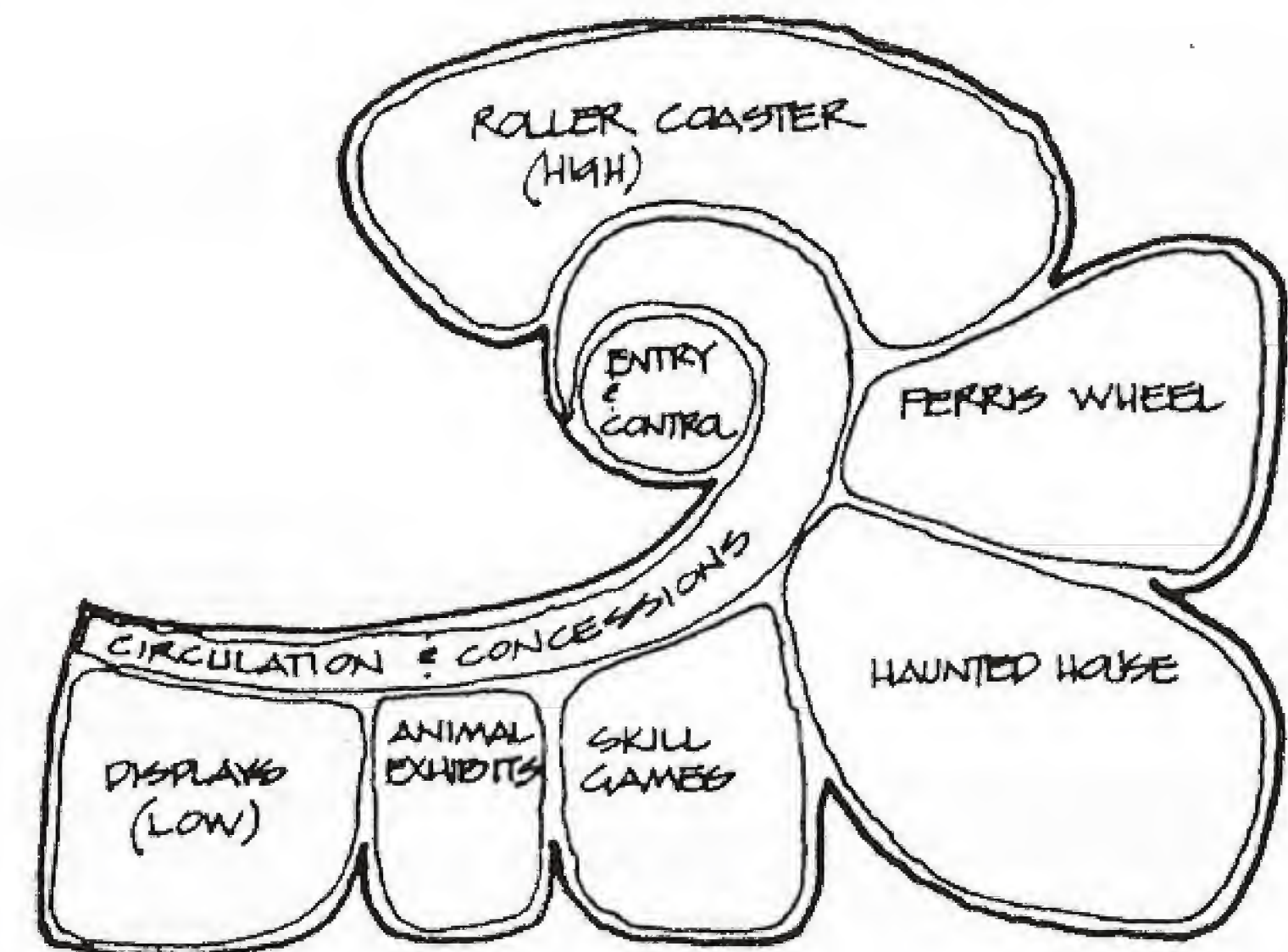
LIBRARY



MEDICAL COMPLEX



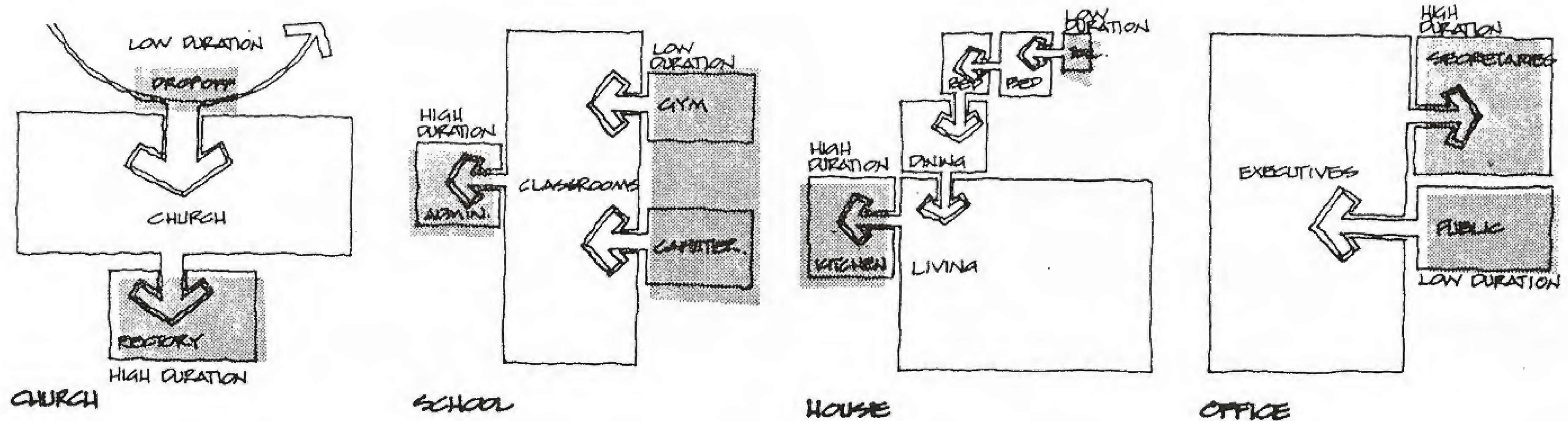
ARCHITECTURE STUDIO



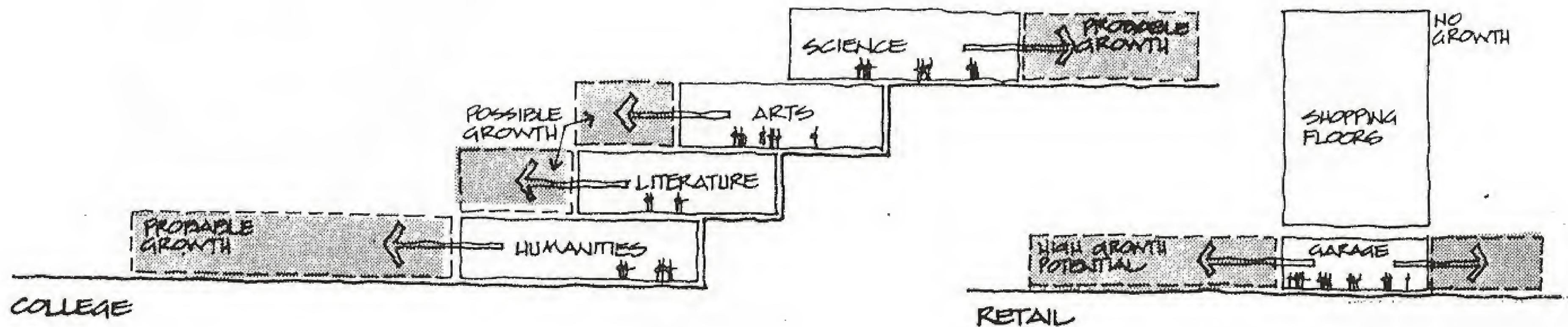
FAIRGROUNDS



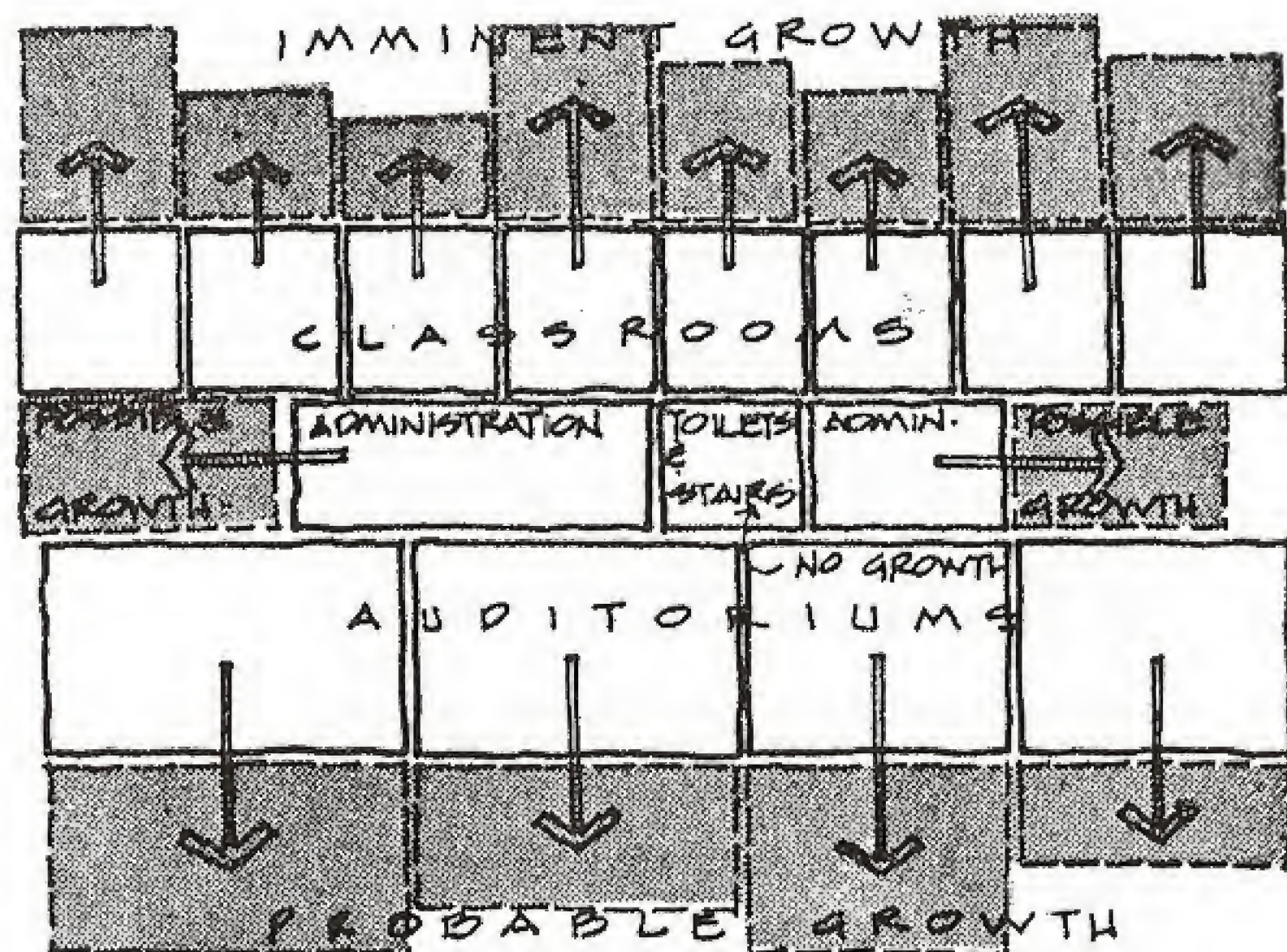
# Duration of Activities



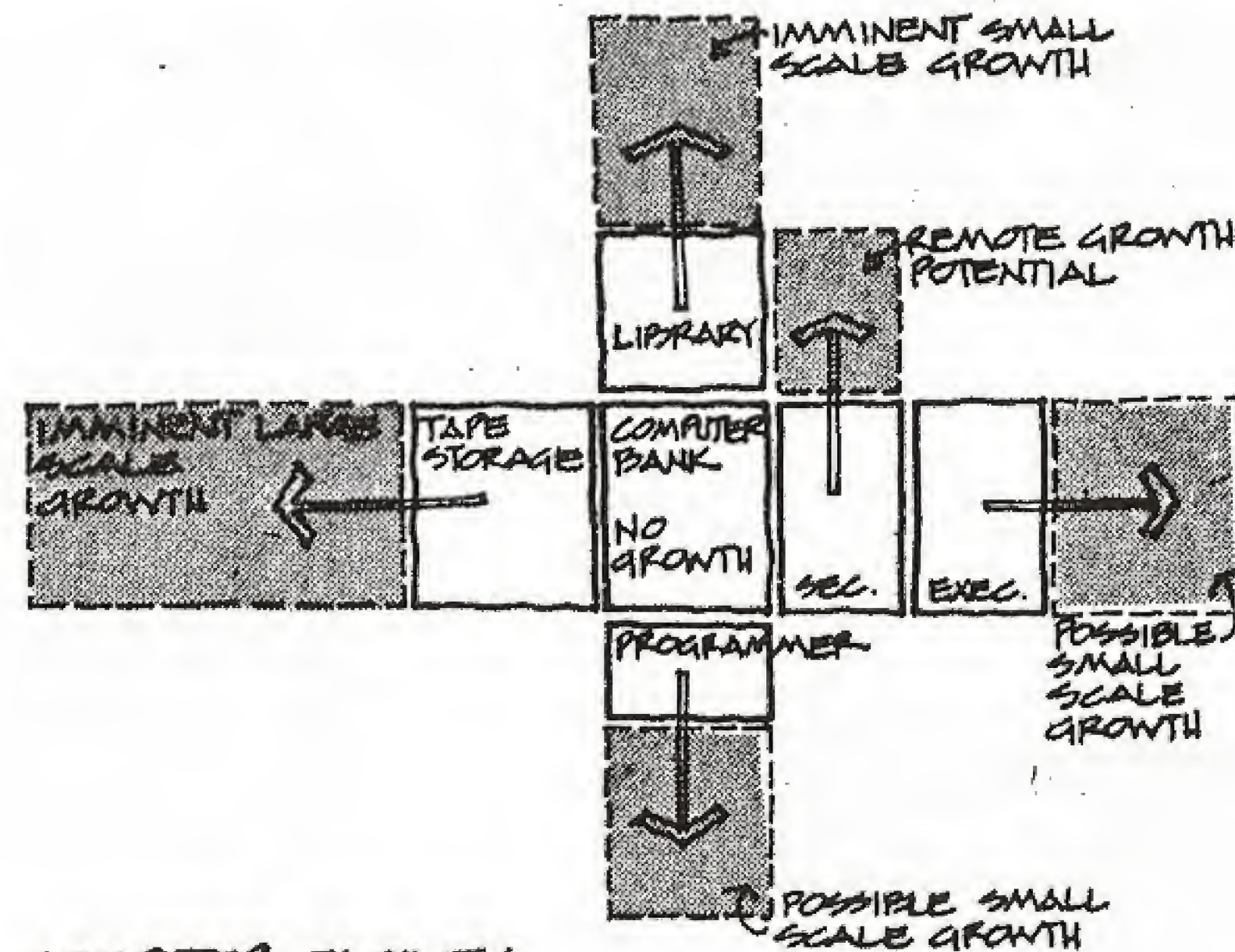
# Anticipated Growth and Change



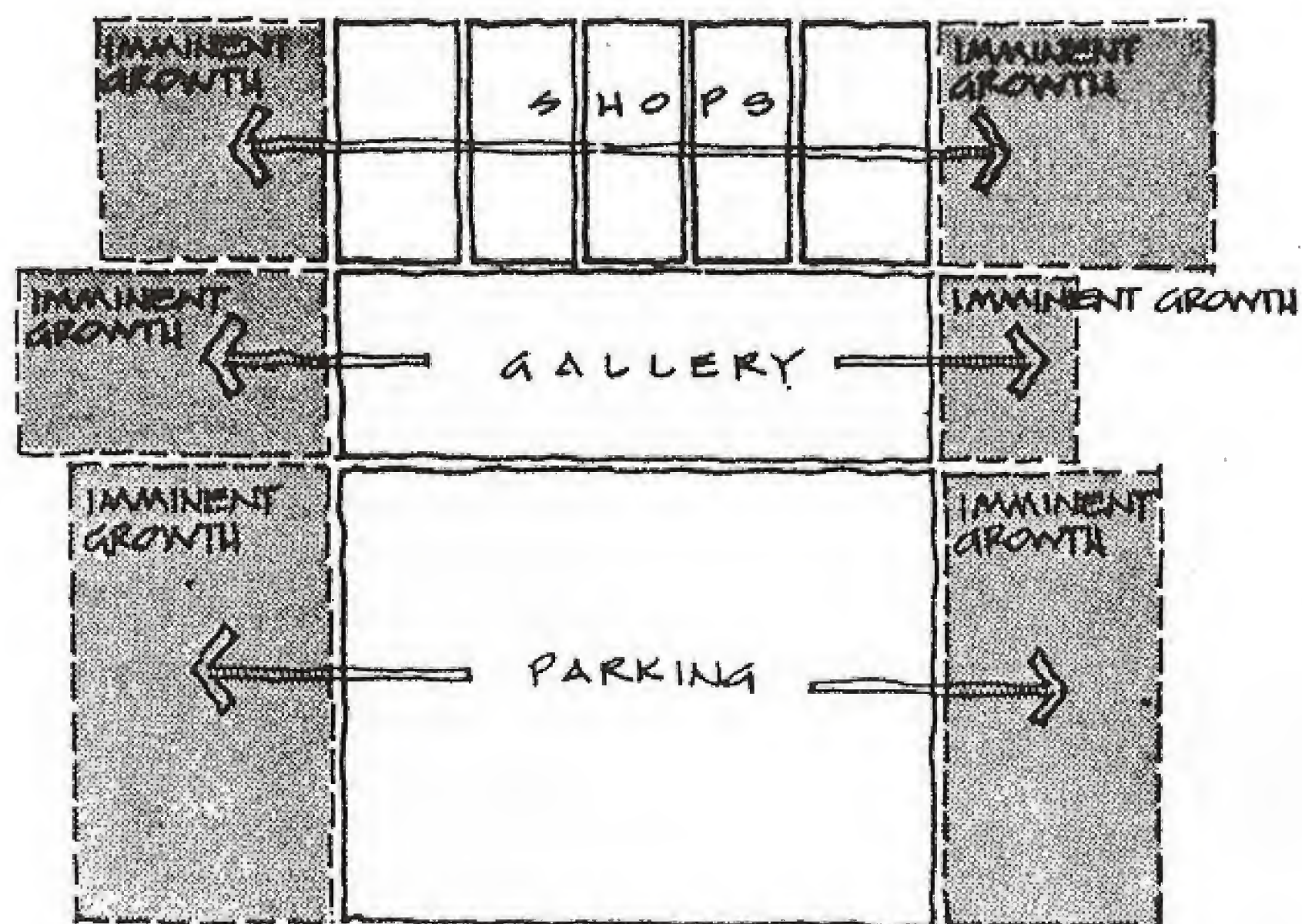




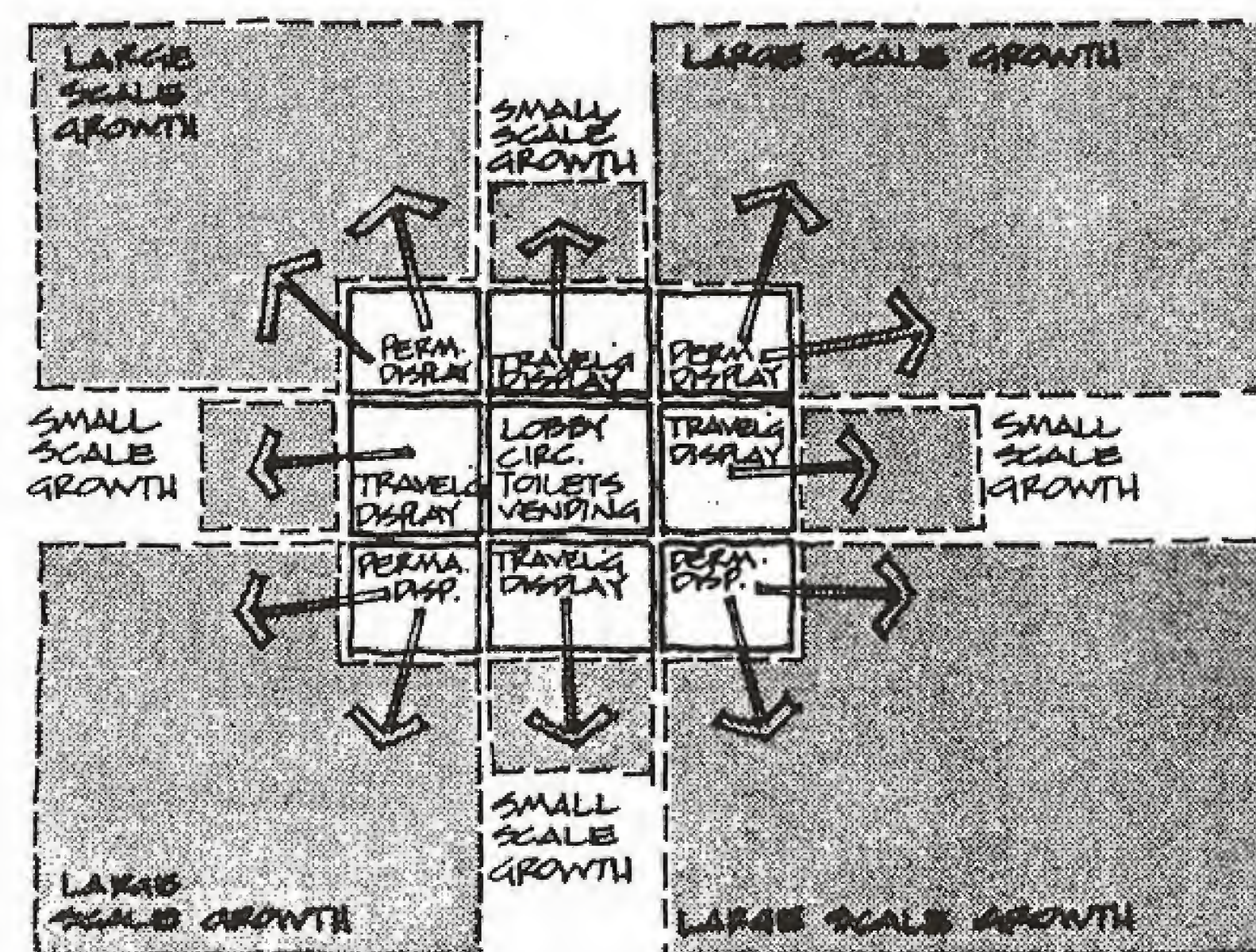
SCHOOL



COMPUTER FACILITY

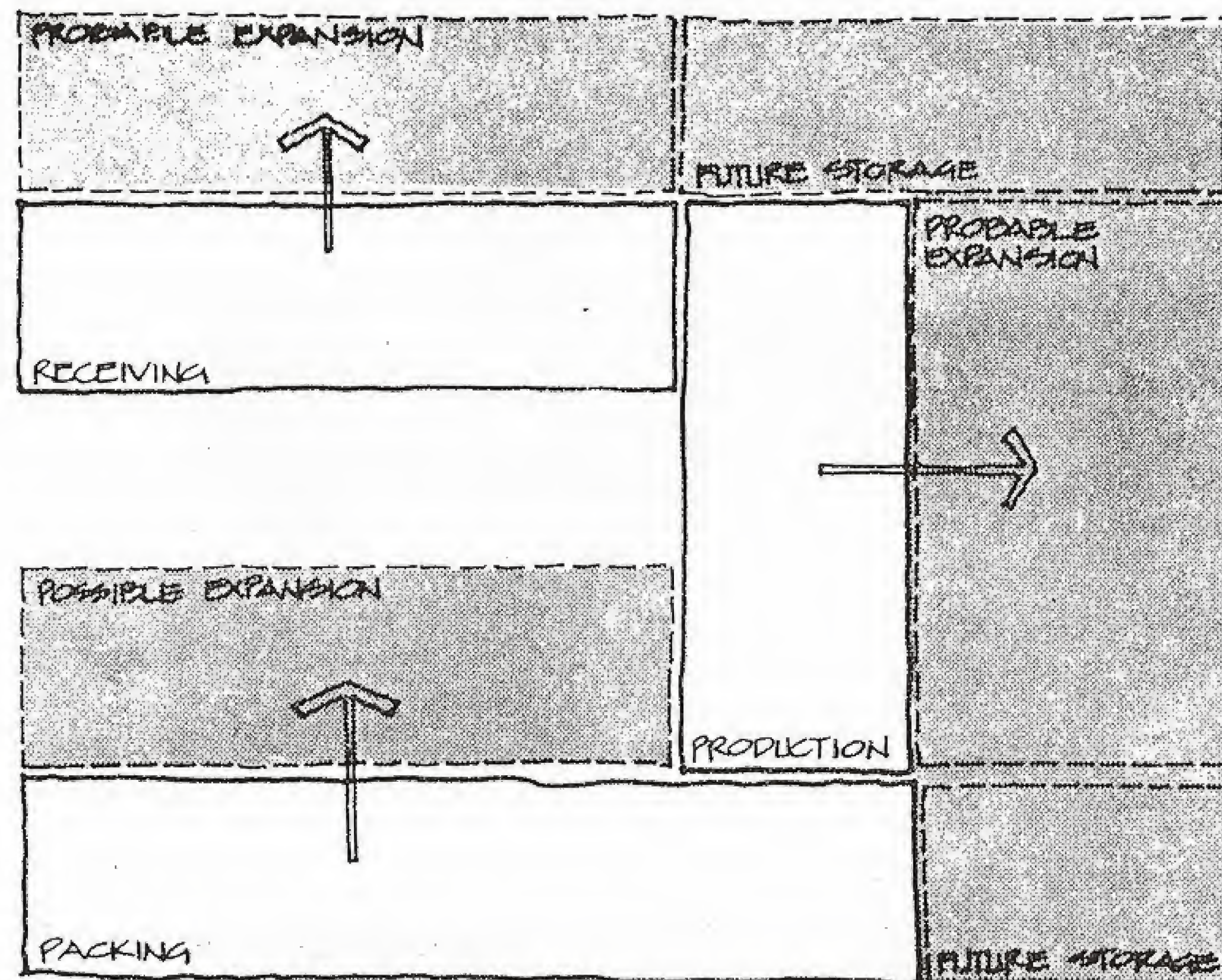


SHOPPING CENTER

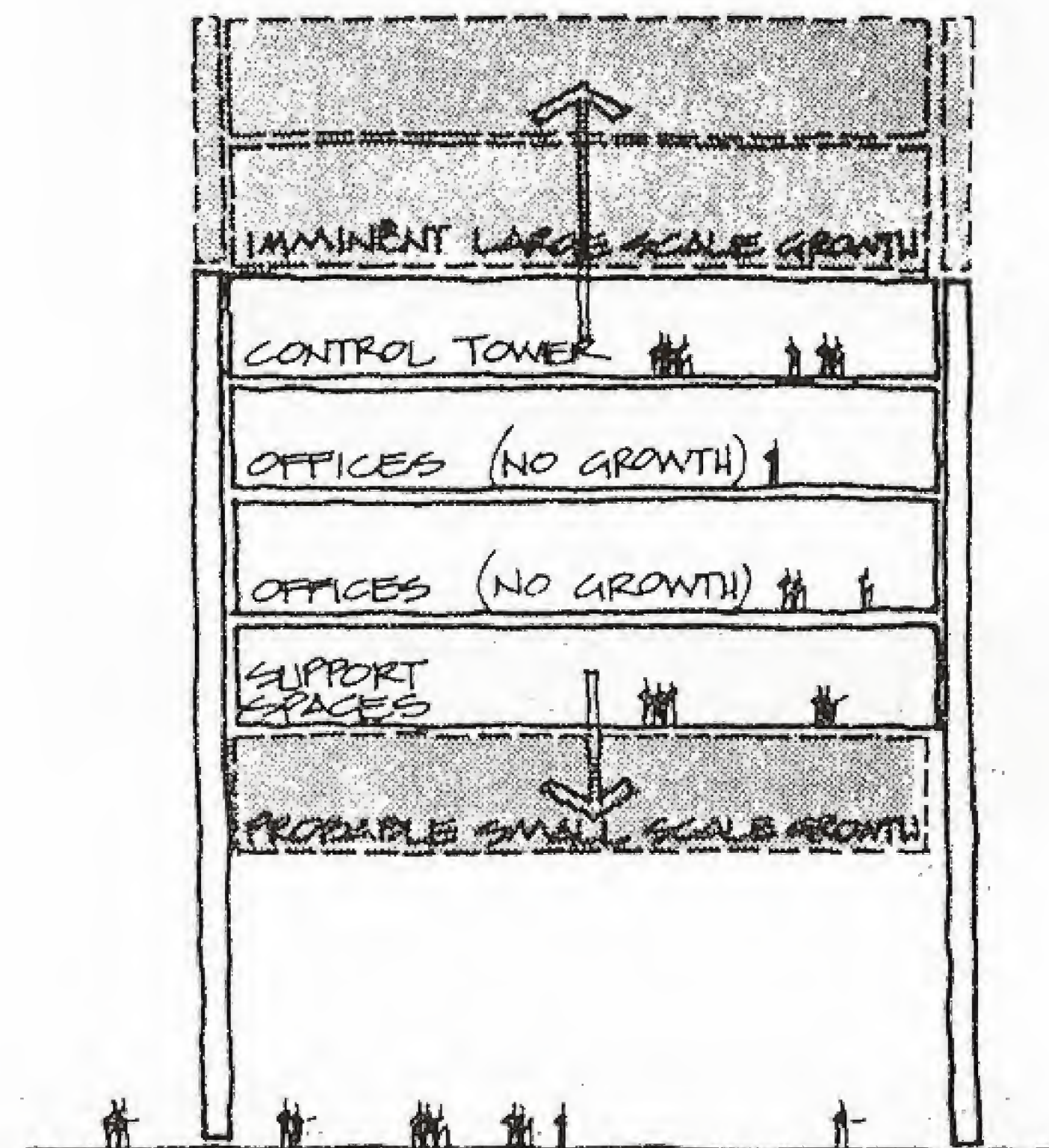


ART MUSEUM

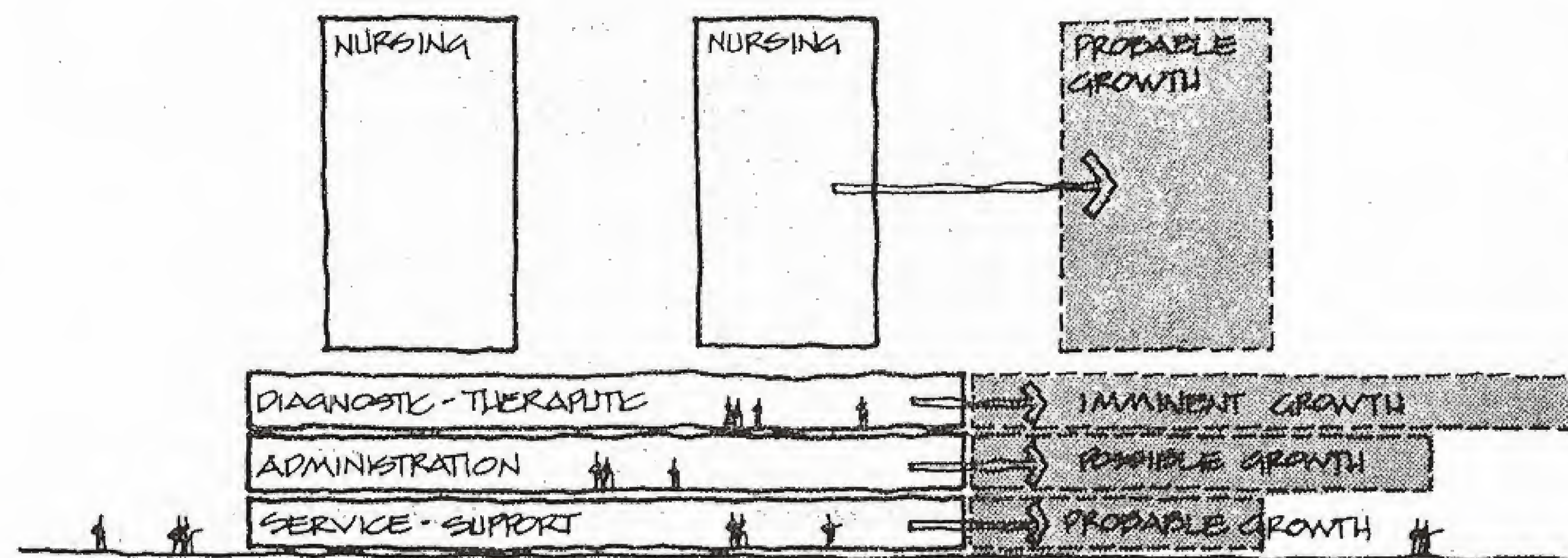




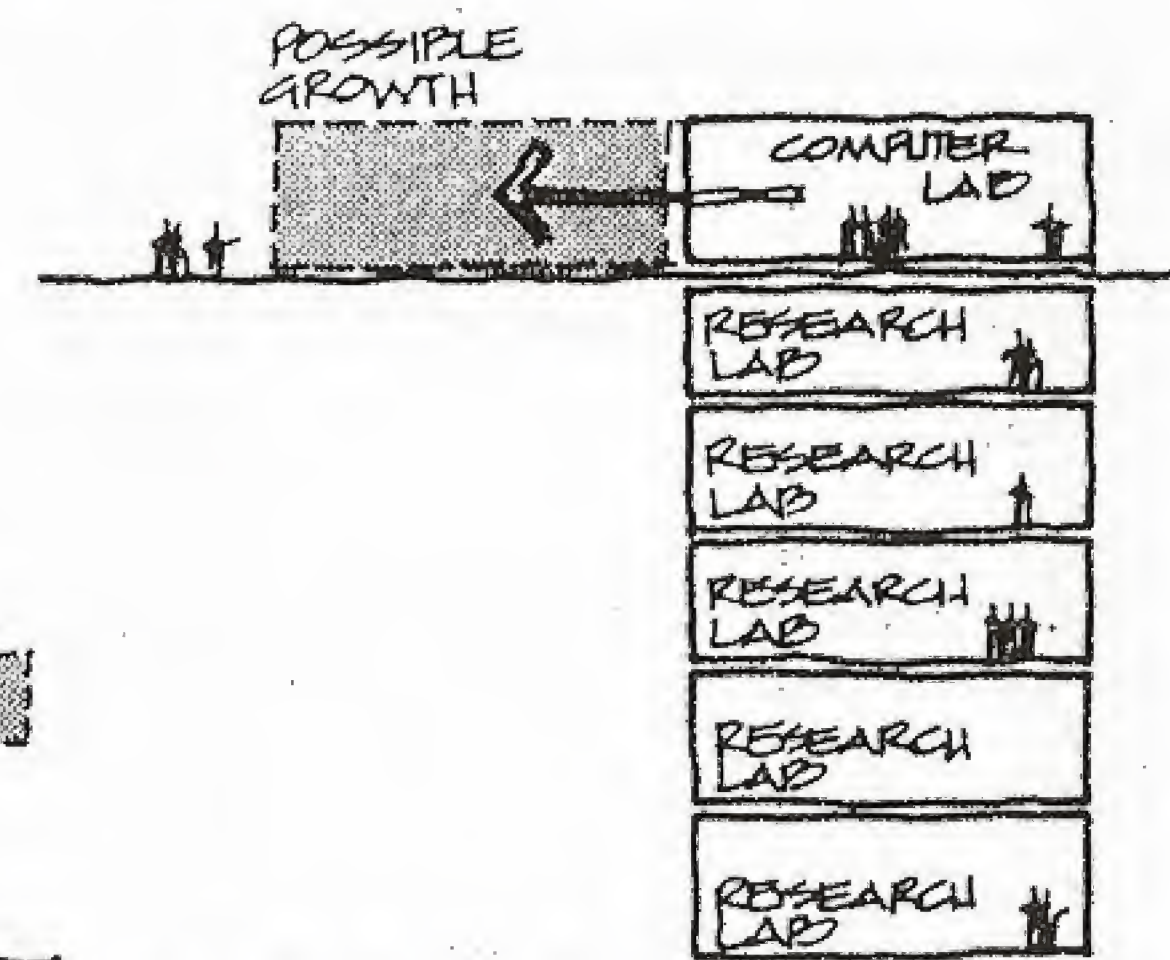
MANUFACTURER



AIR CONTROL TOWER



HEALTH CENTER



RESEARCH FACILITY

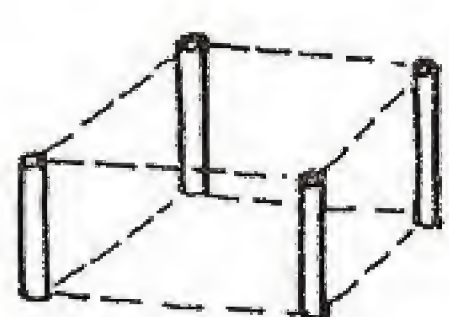


65

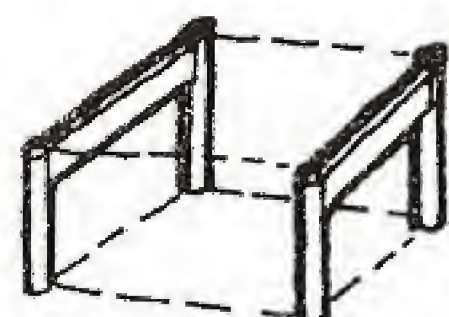
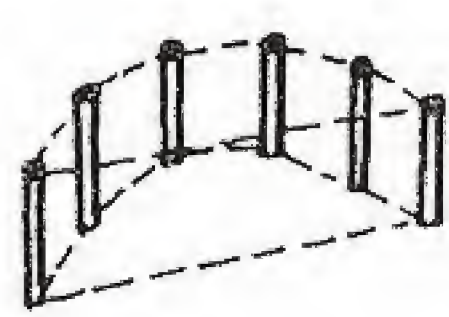
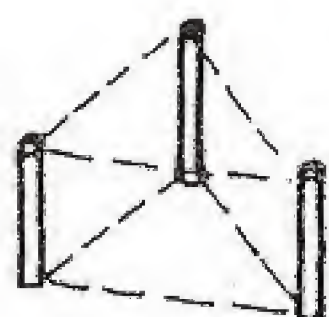
Architectural Space



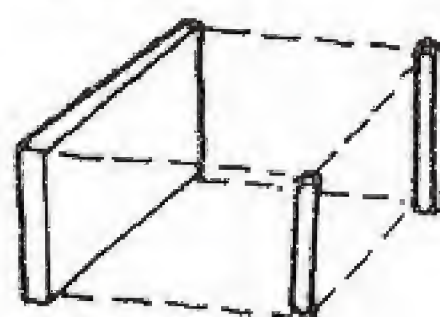
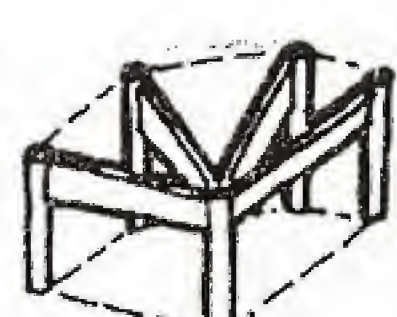
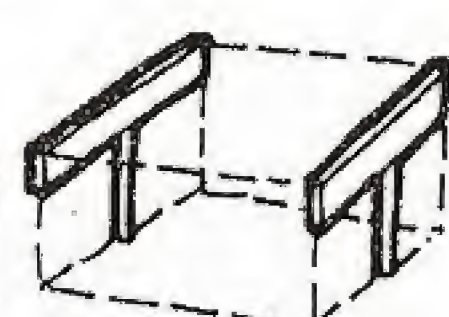
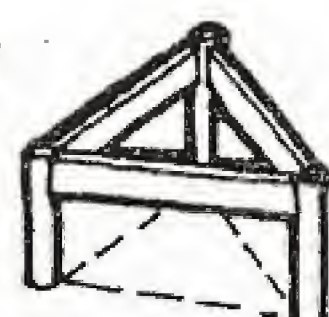
# Forming Space



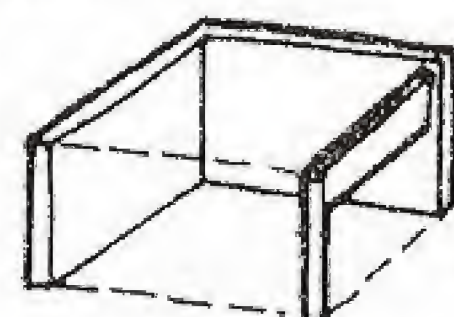
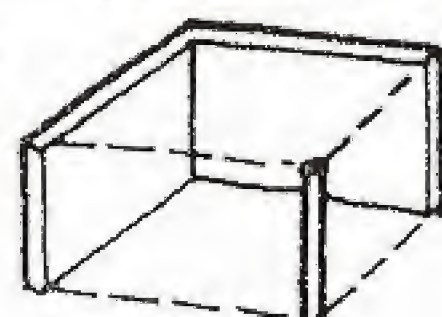
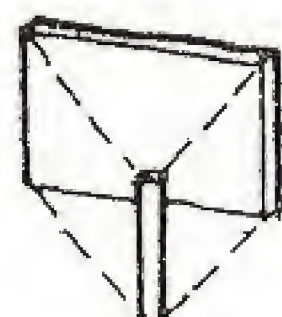
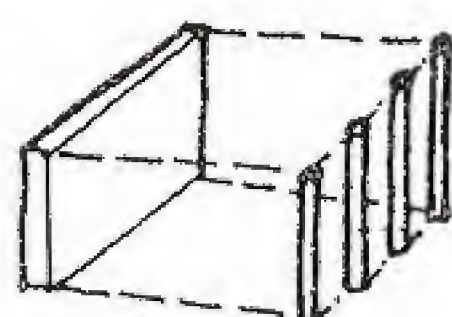
COLUMNS



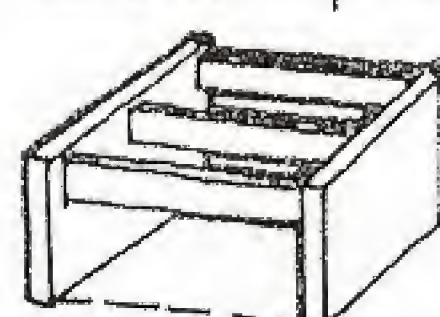
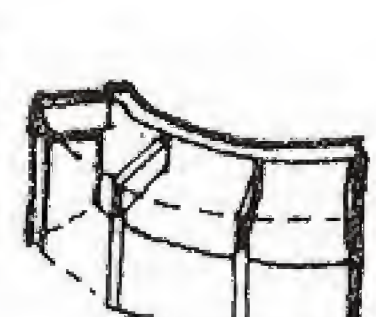
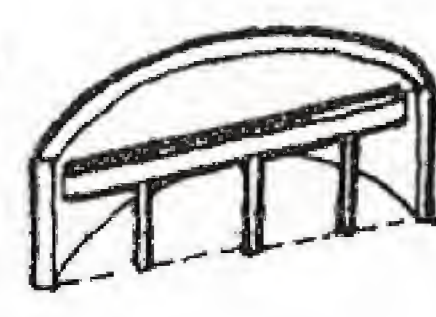
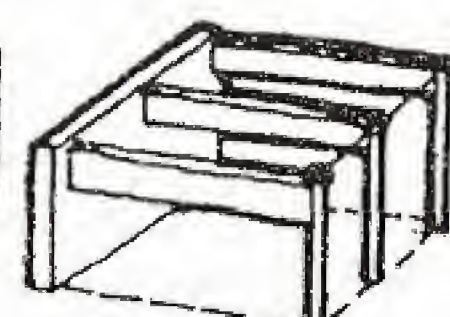
COLUMNS & BEAMS



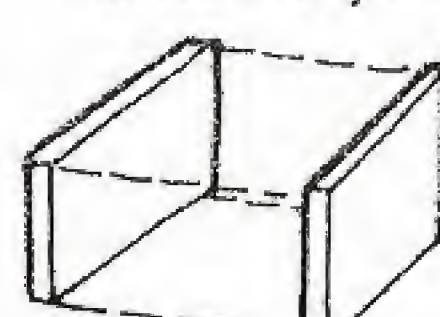
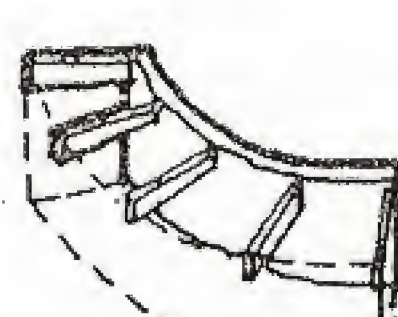
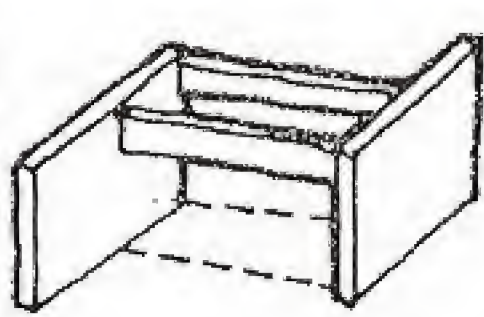
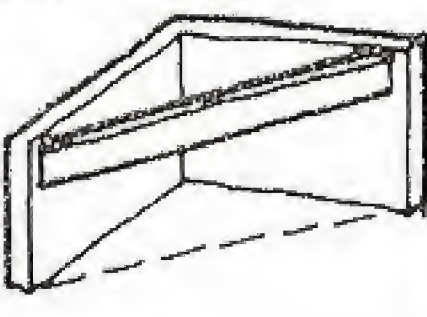
COLUMNS & WALLS



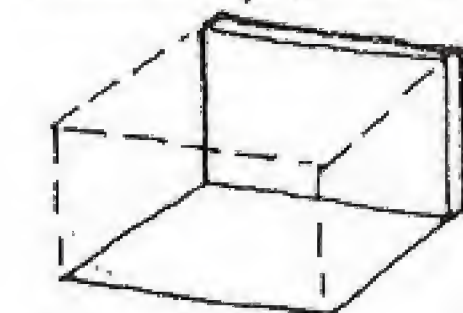
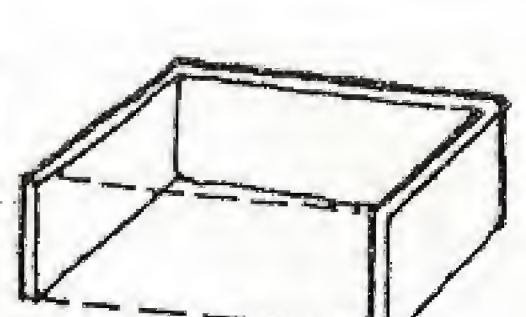
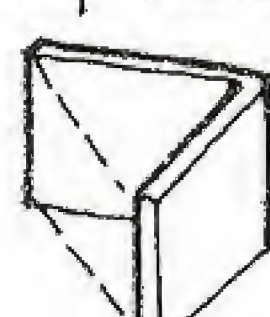
COLUMNS, BEAMS & WALLS



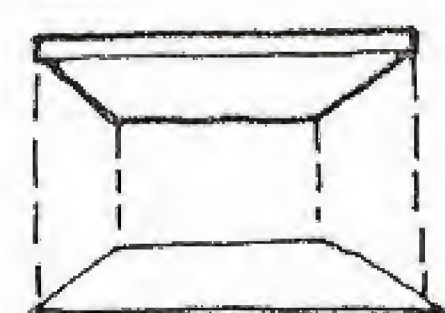
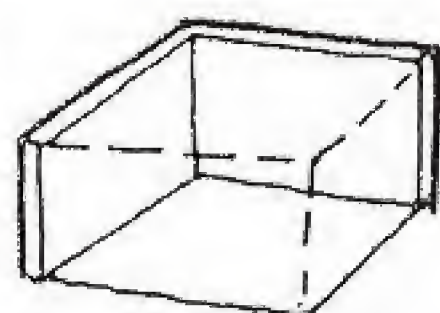
WALLS & BEAMS



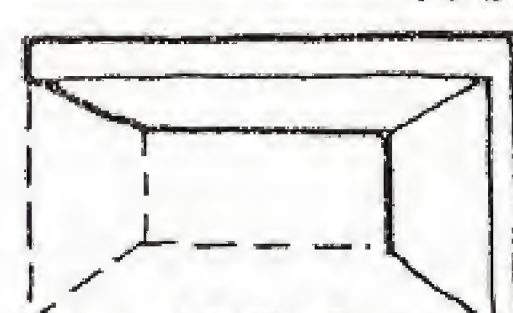
WALL PLANES



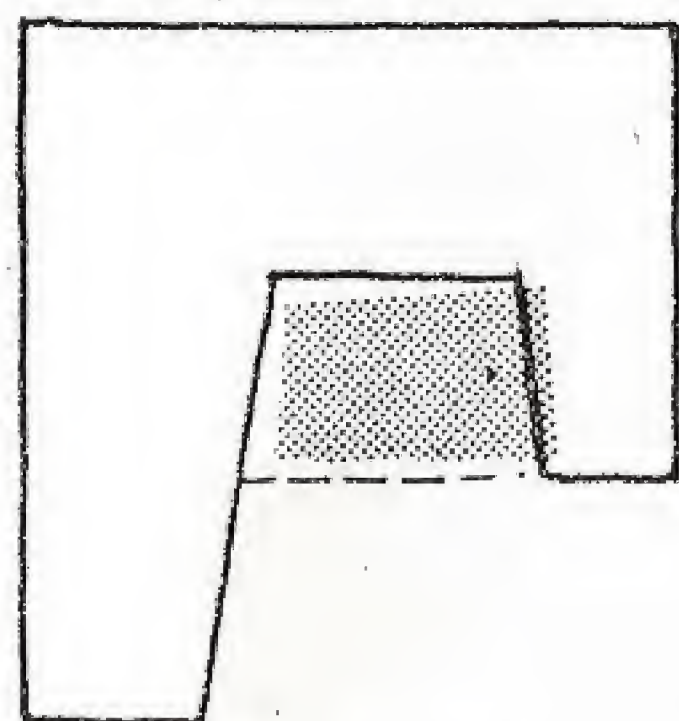
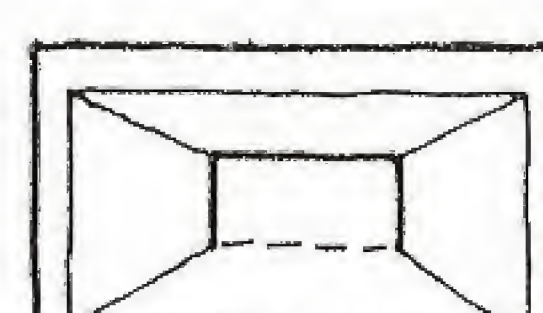
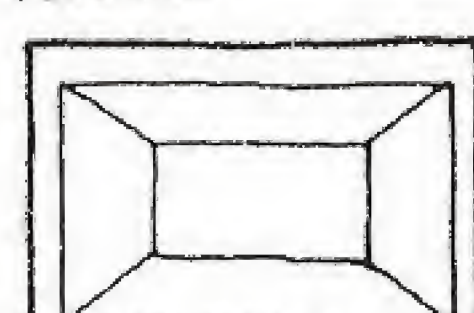
FLOOR & WALLS



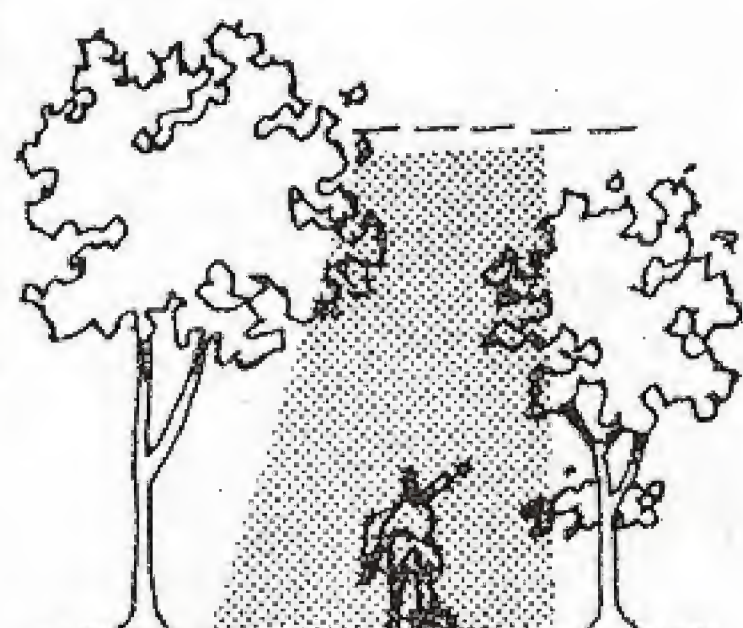
CEILING & FLOOR



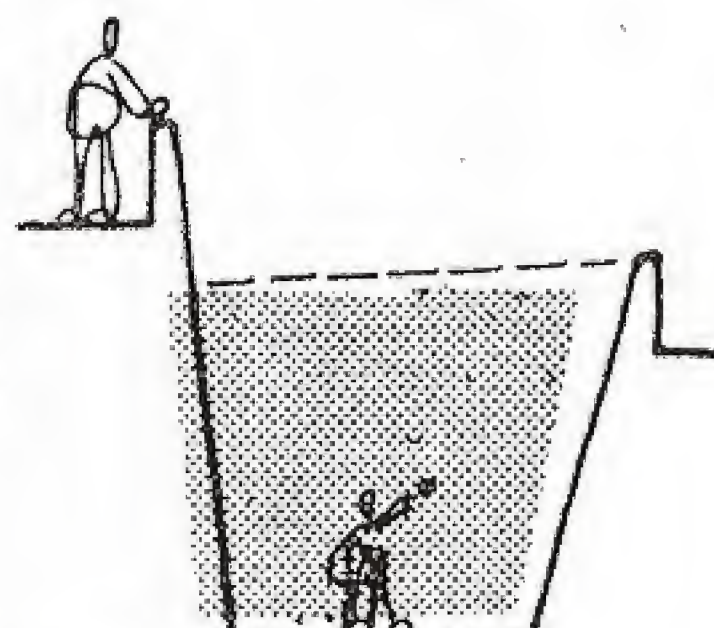
CEILING & WALLS



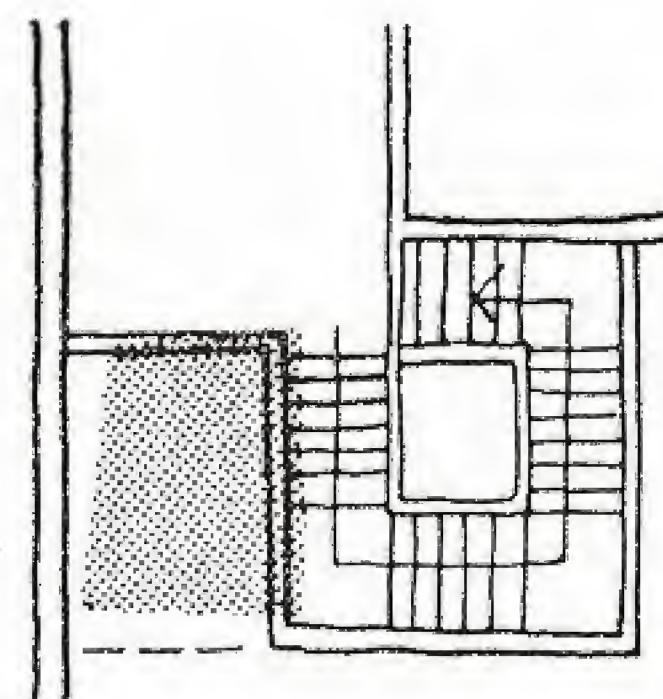
EXTERIOR WALLS



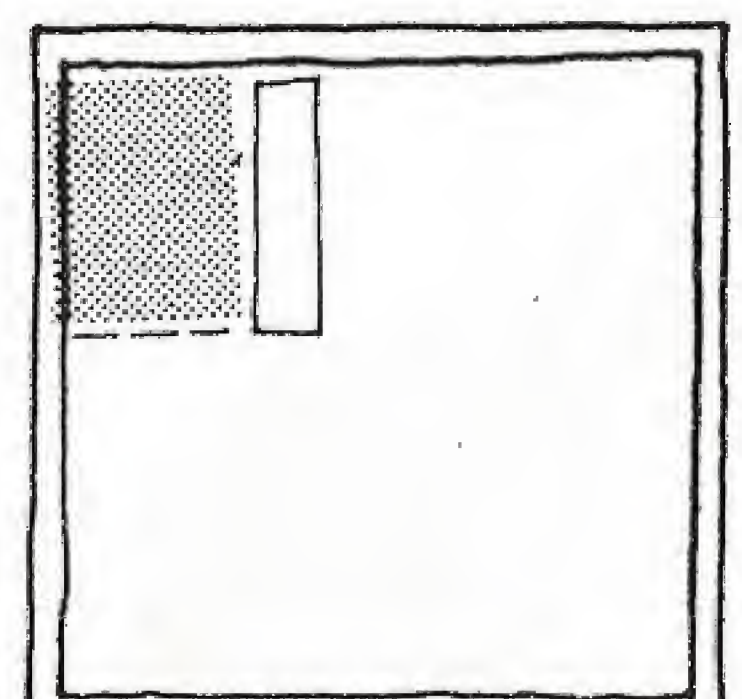
TREES



RETAINING WALLS



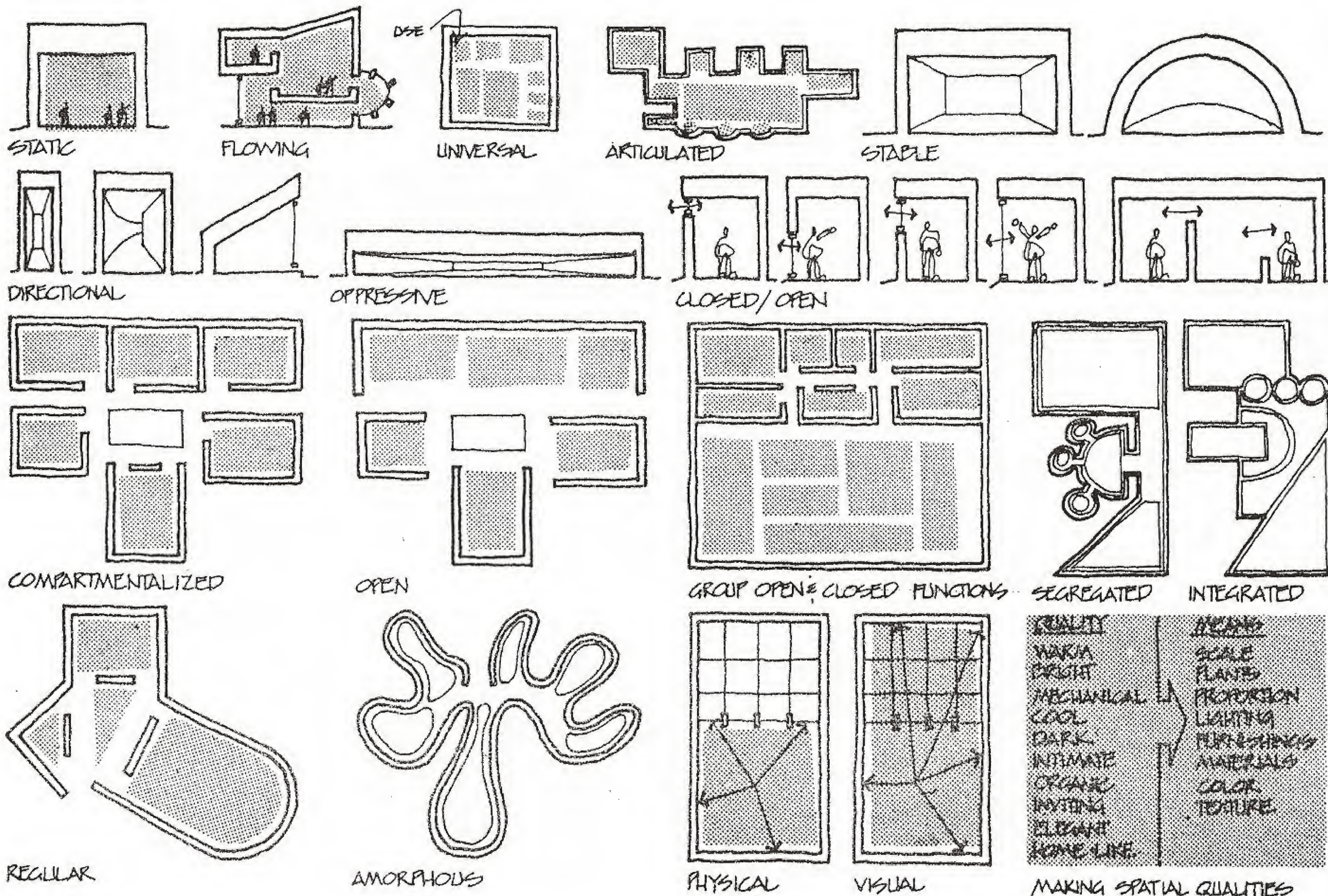
STAIRS



SHELVES & FURNITURE

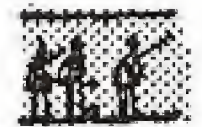


# Spatial Qualities

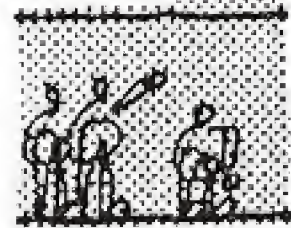




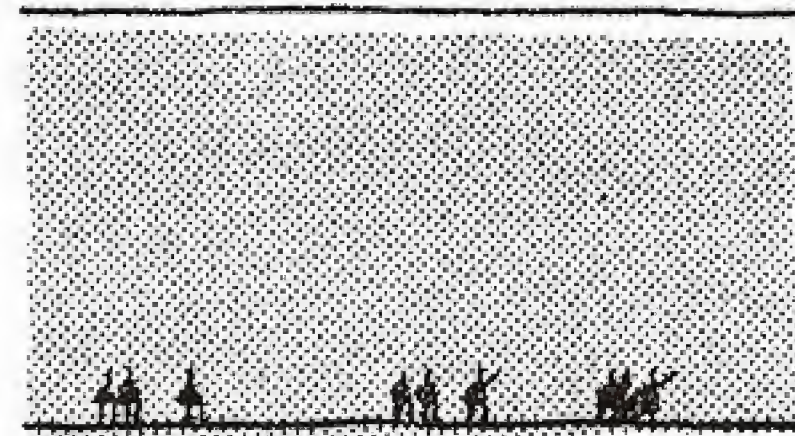
# Scale Types



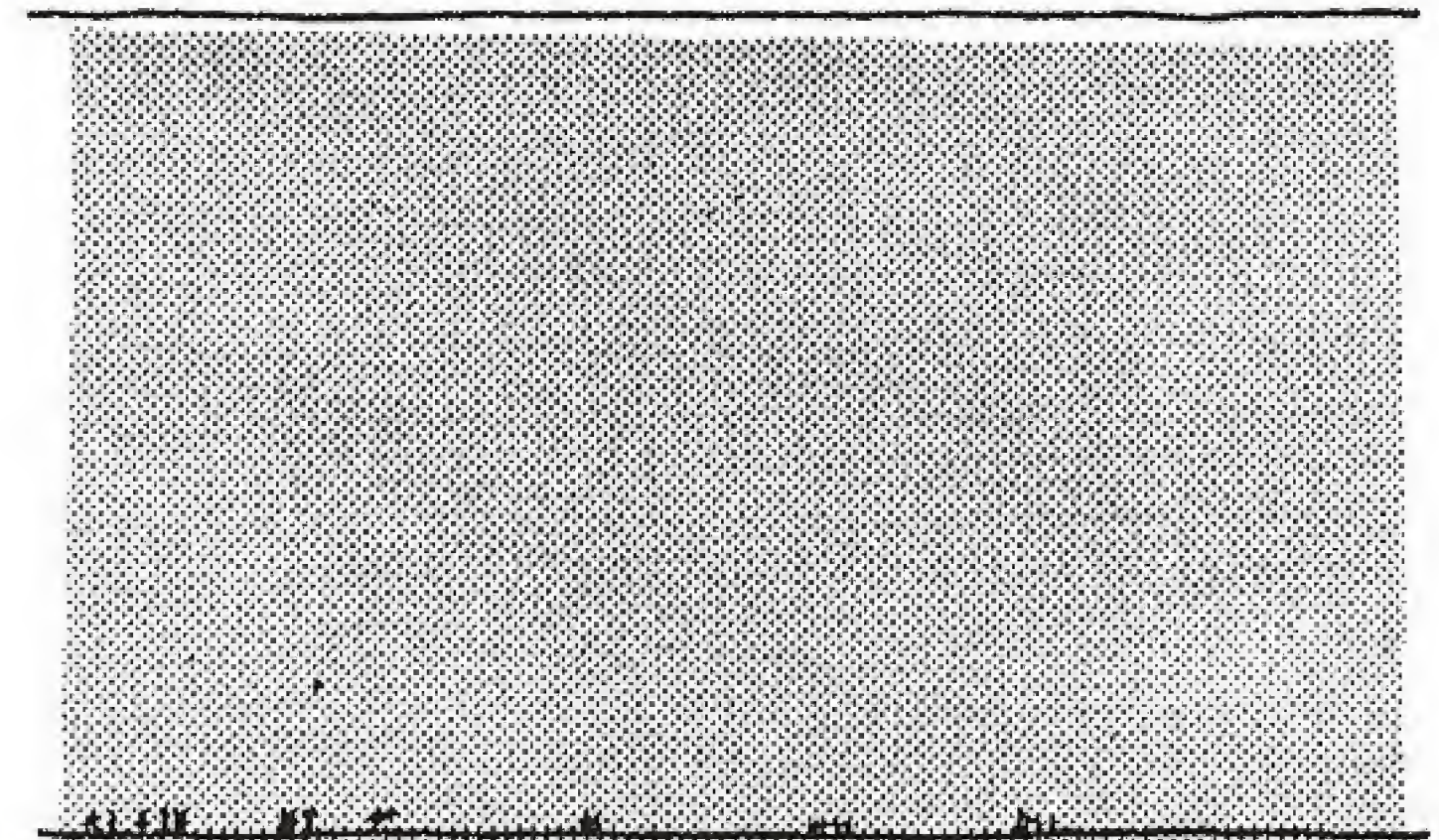
INTIMATE



NORMAL

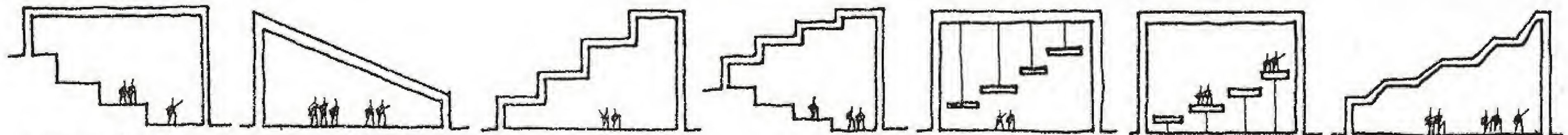


MONUMENTAL

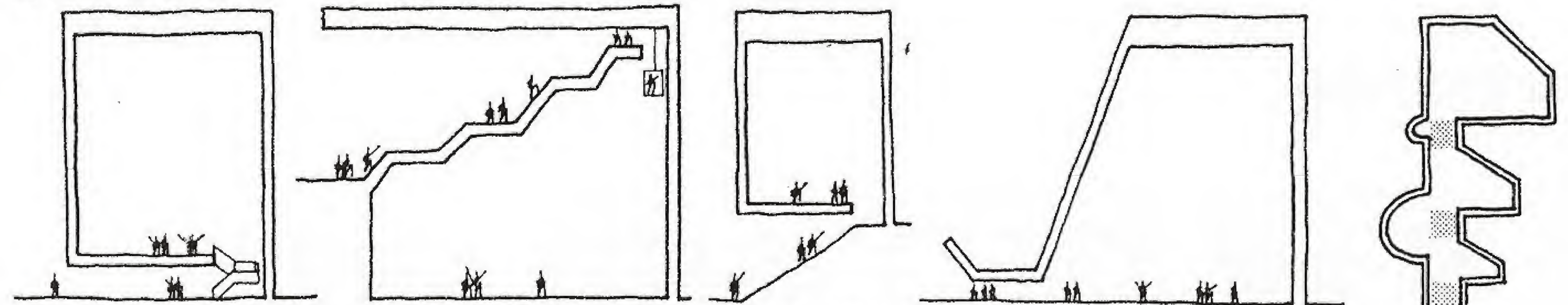


SHOCK

# Scalar Sequence



SIMPLE PROGRESSION

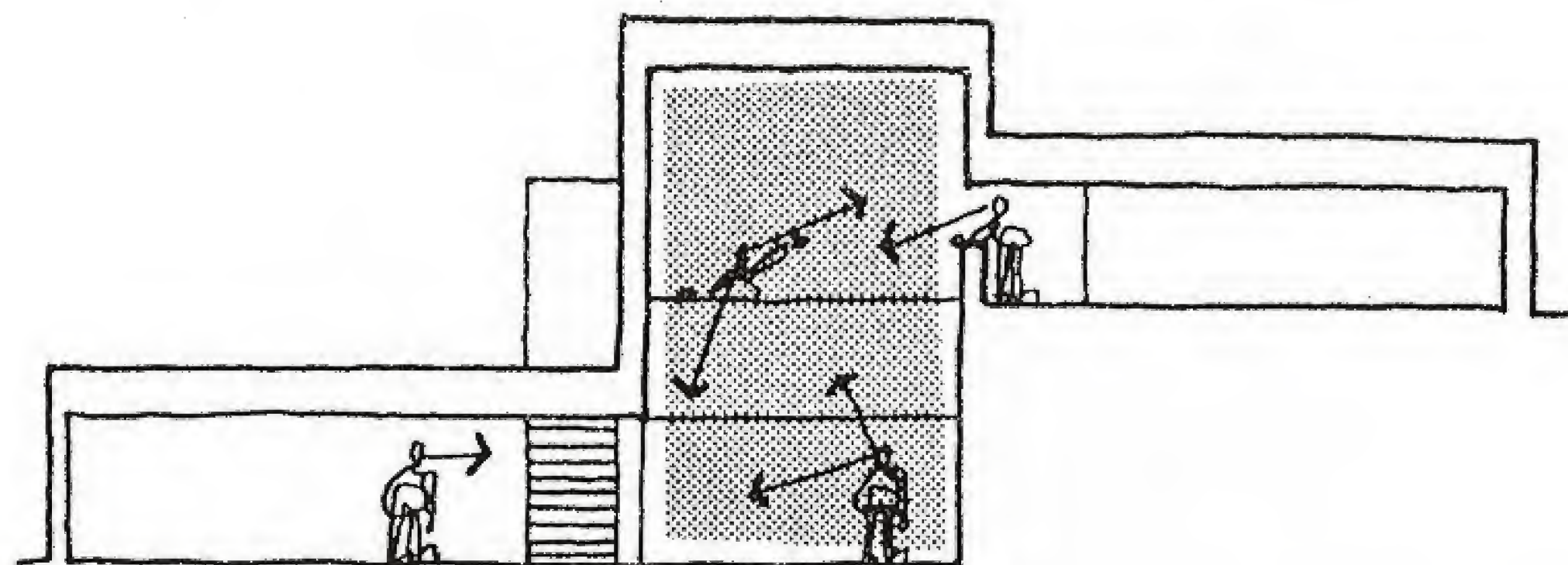


PREPARATION - SURPRISE

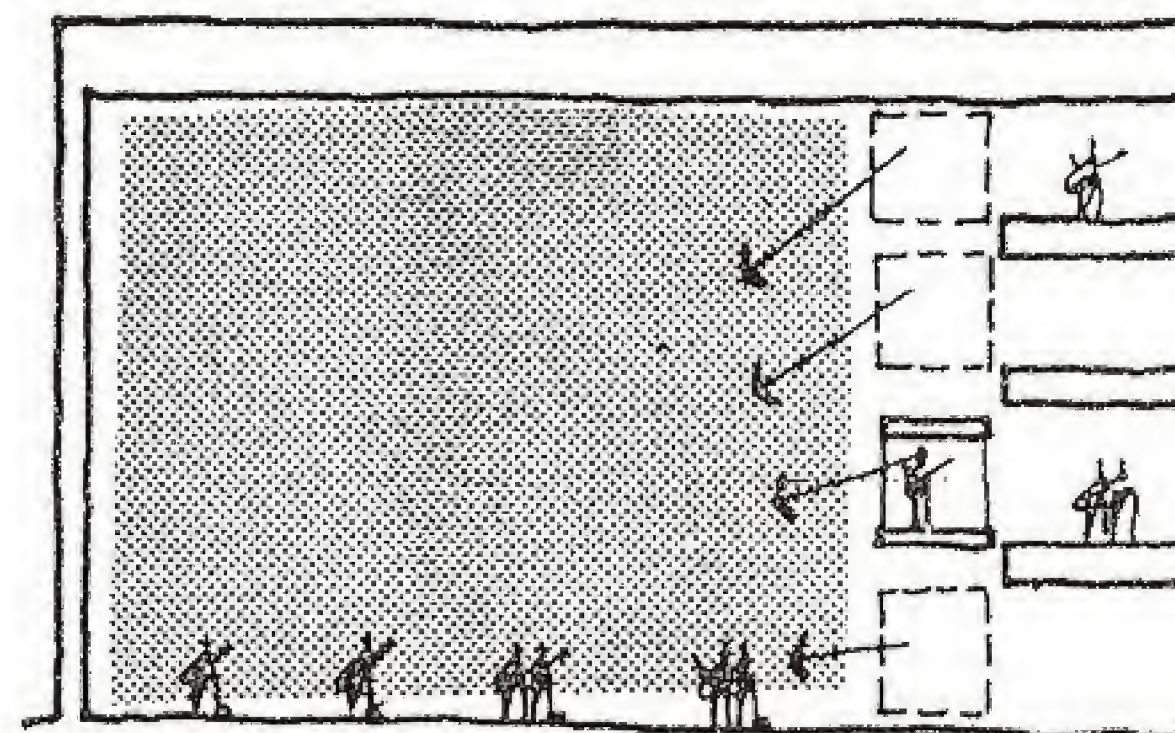
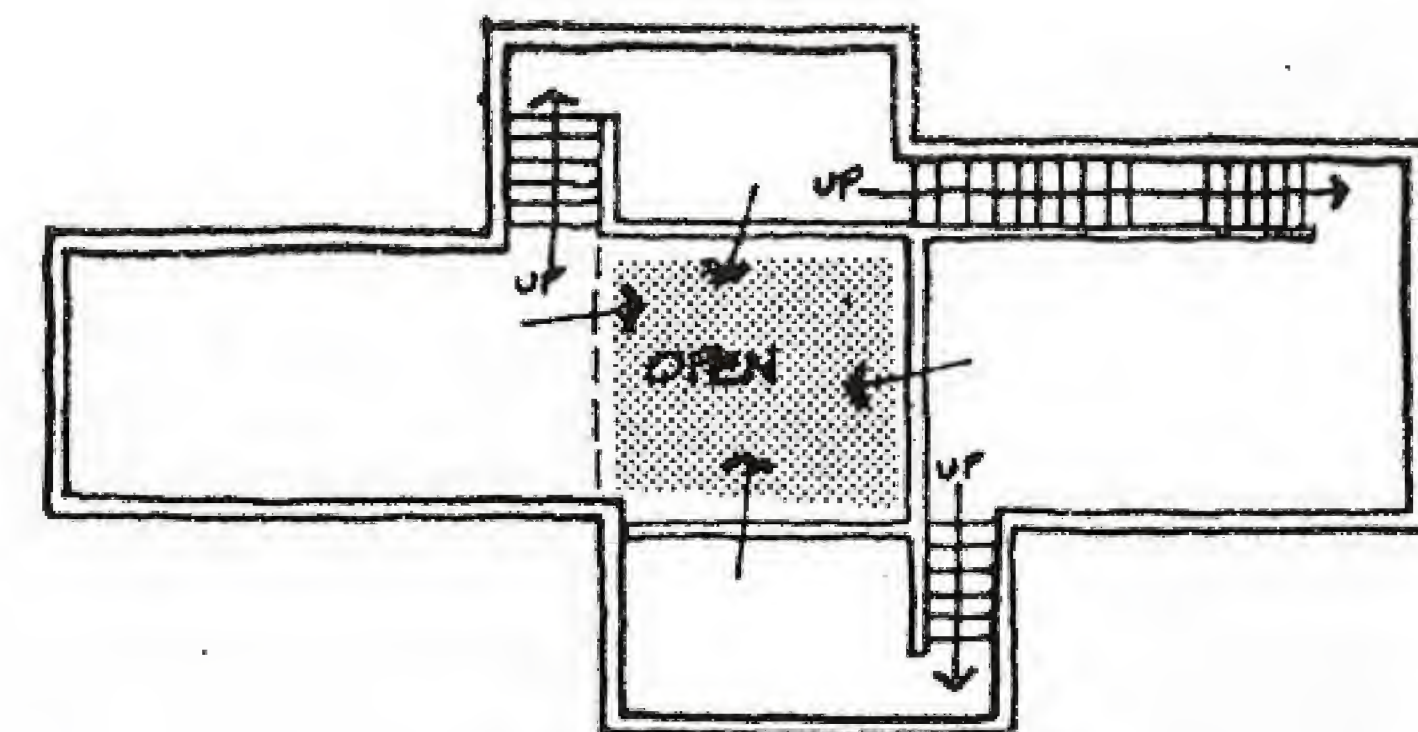
CONSTRUCTION - RELIEF

TRANSITIONS

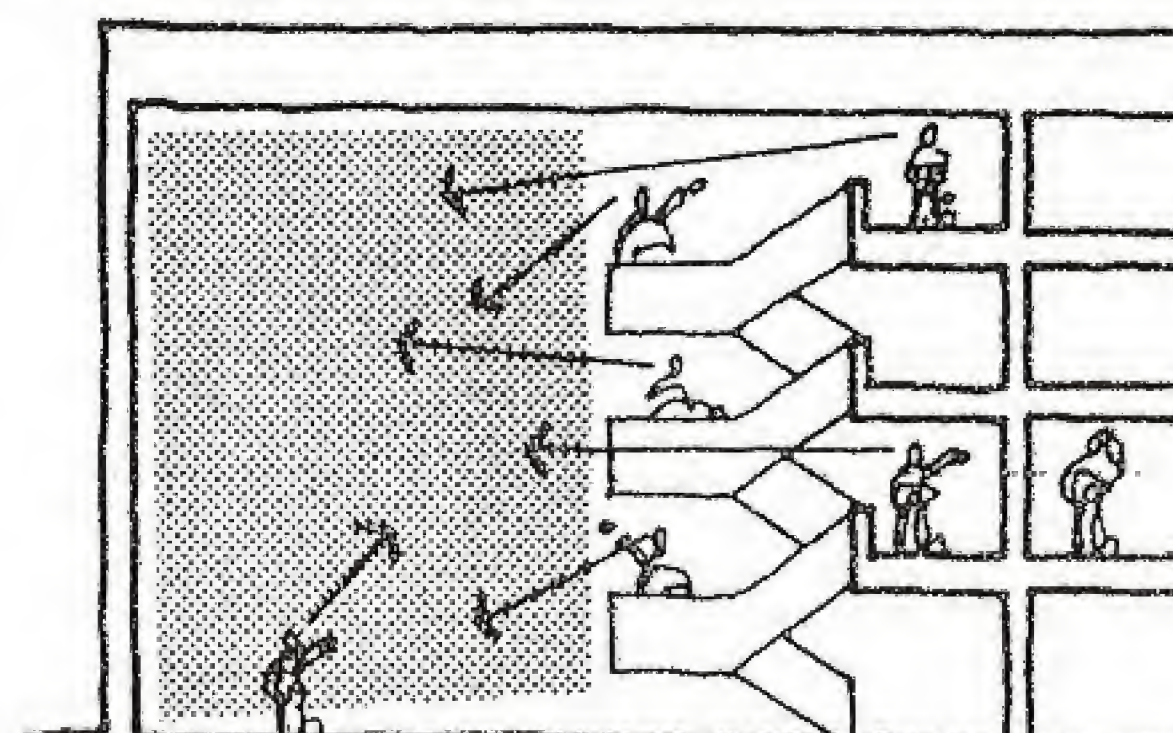




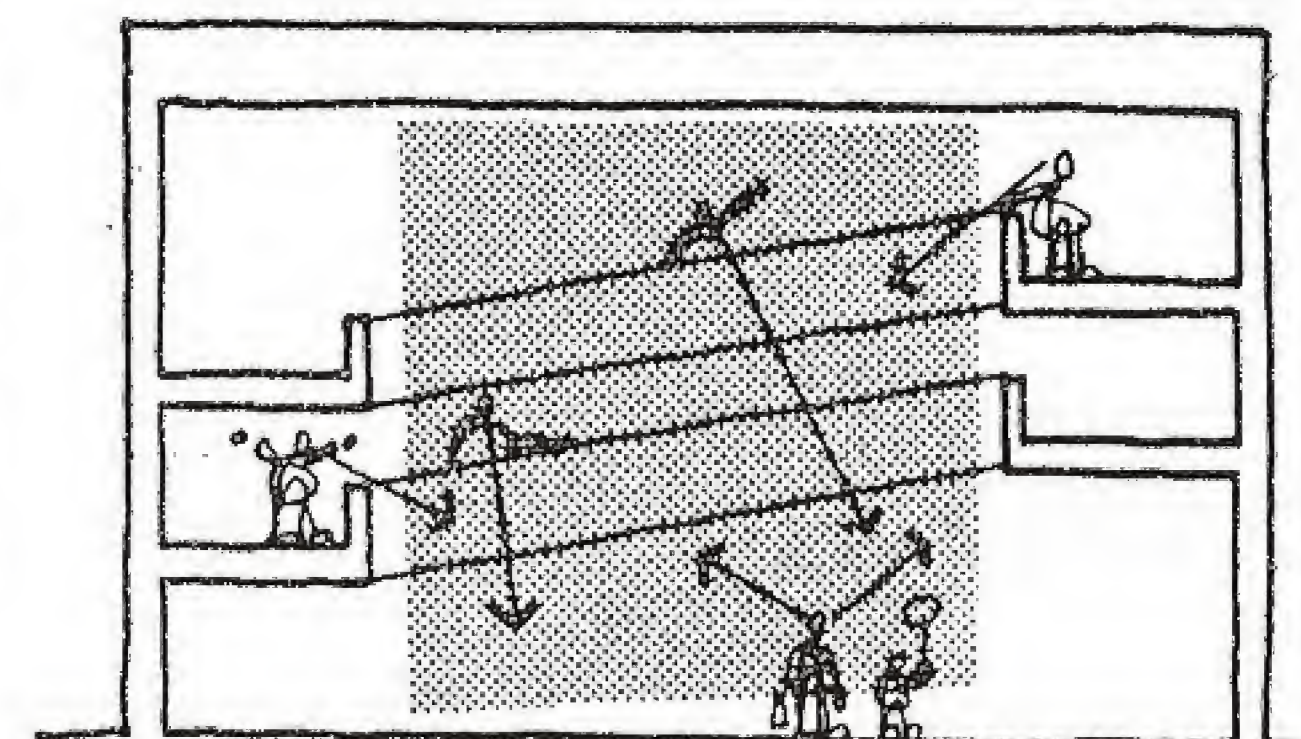
MULTIPLE VANTAGE POINTS OF SPACE PERCEPTION



ELEVATOR AS VANTAGE POINT

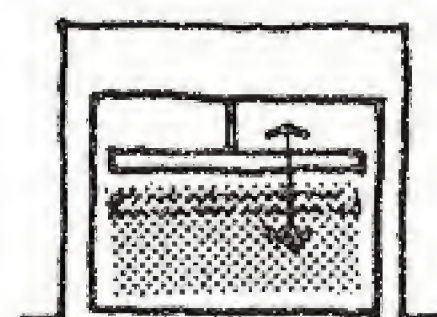


STAIRS

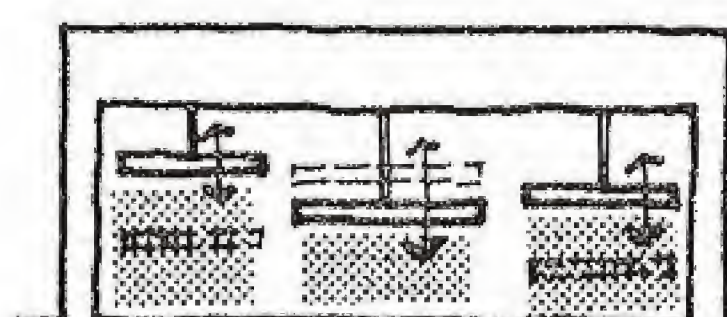


RAMP

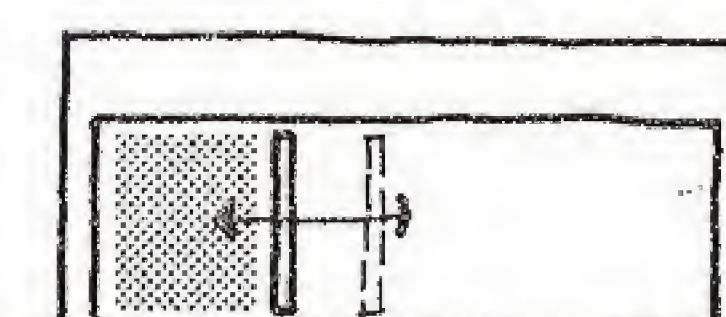
## Scalar Flexibility



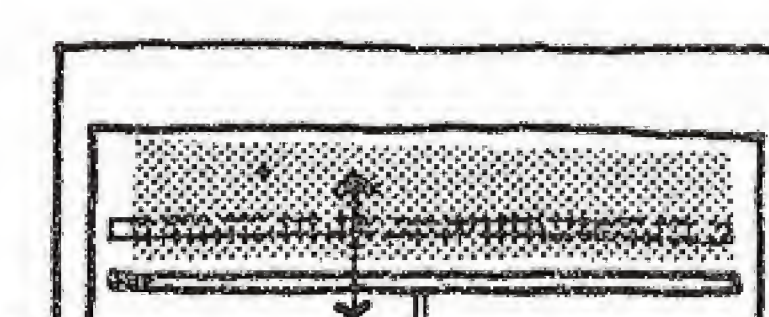
CEILING



MULTIPLE CEILING



WALL



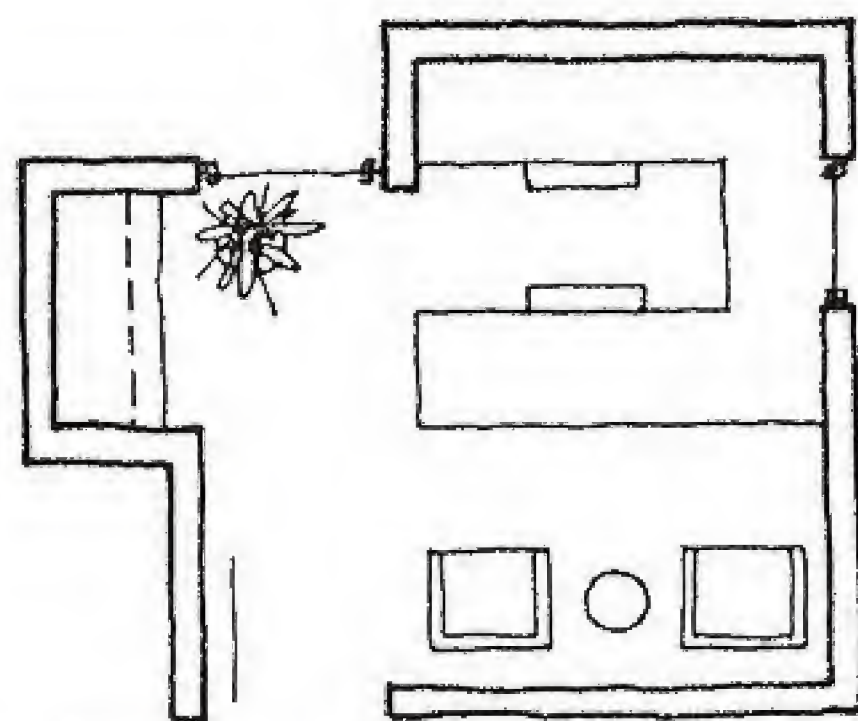
FLOOR



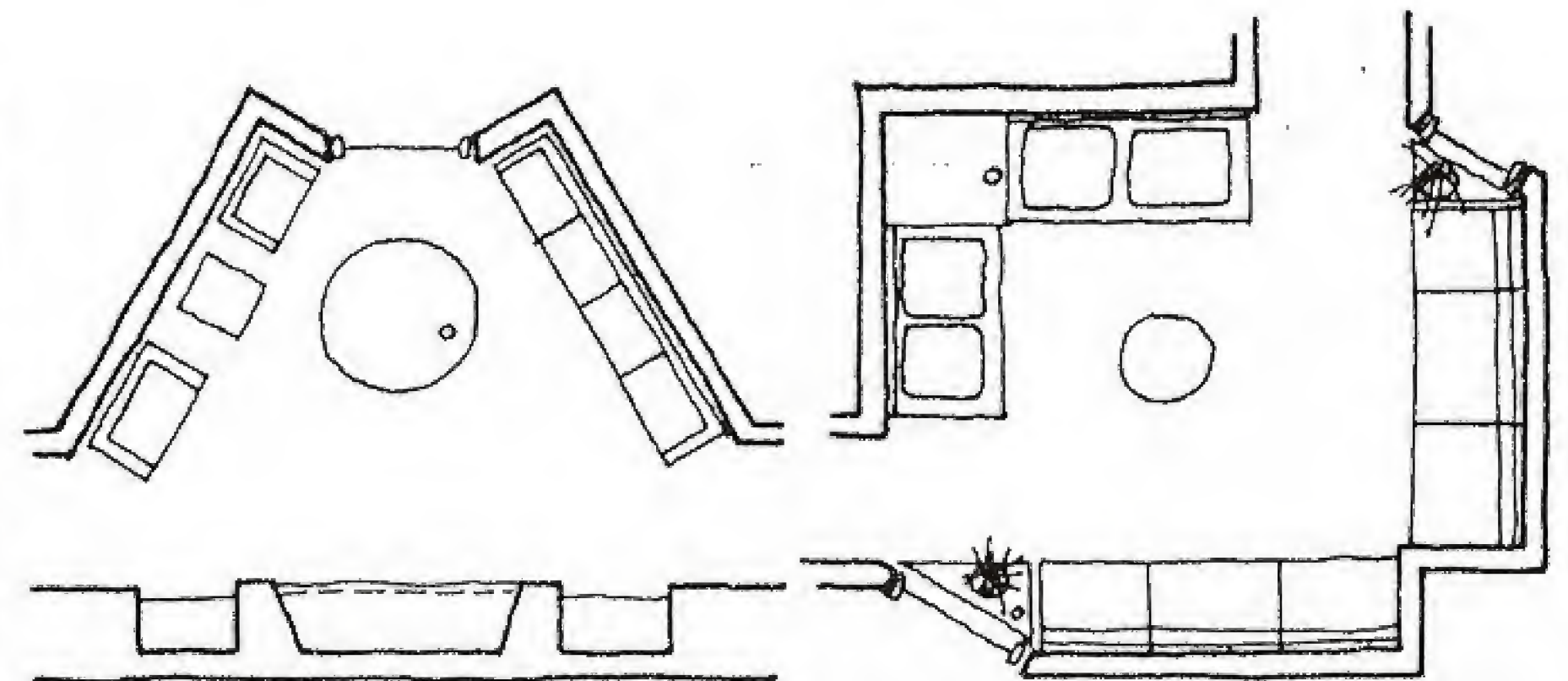
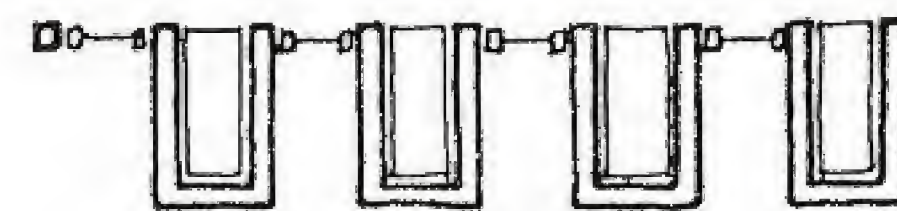
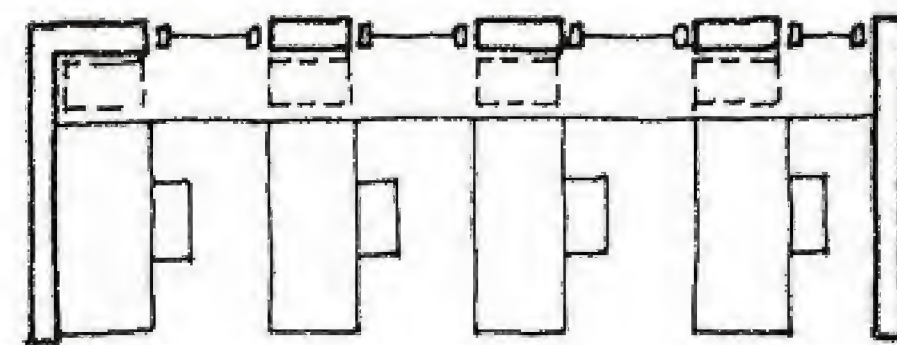
MULTIPLE FLOOR



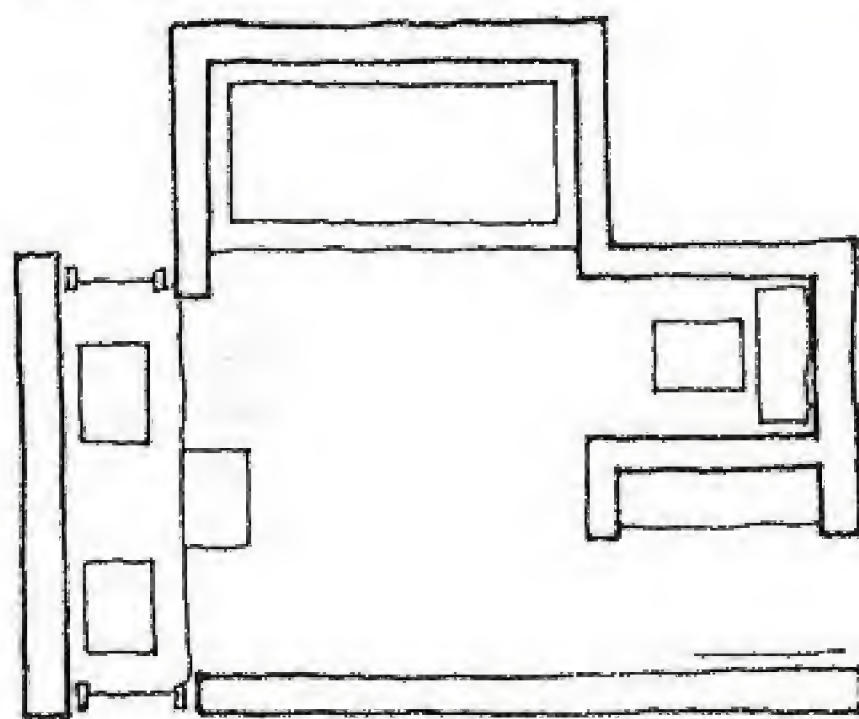
# Tailored Space



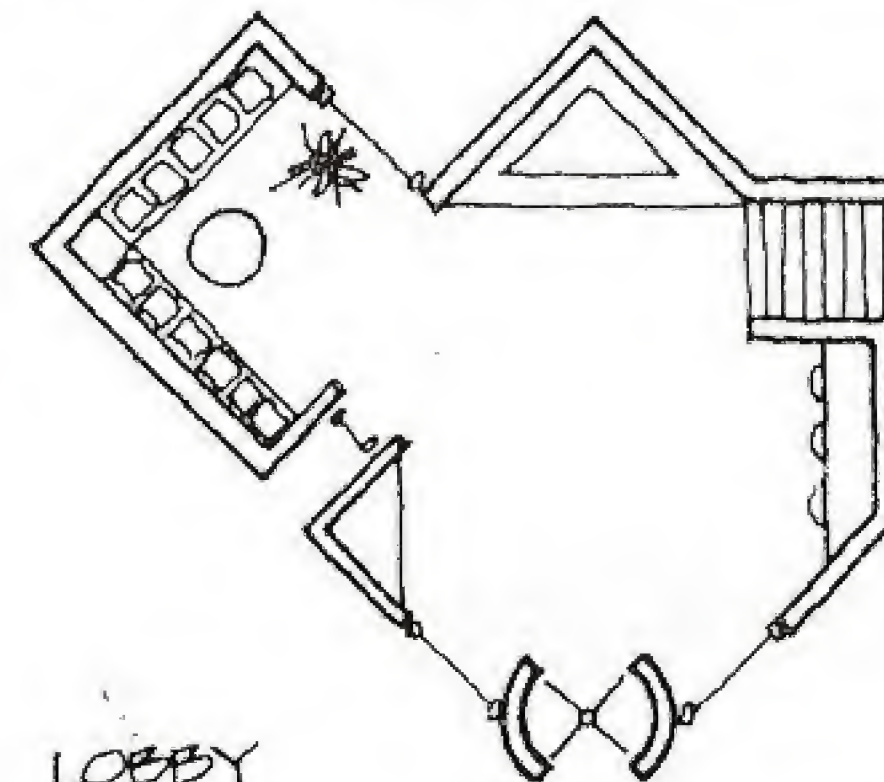
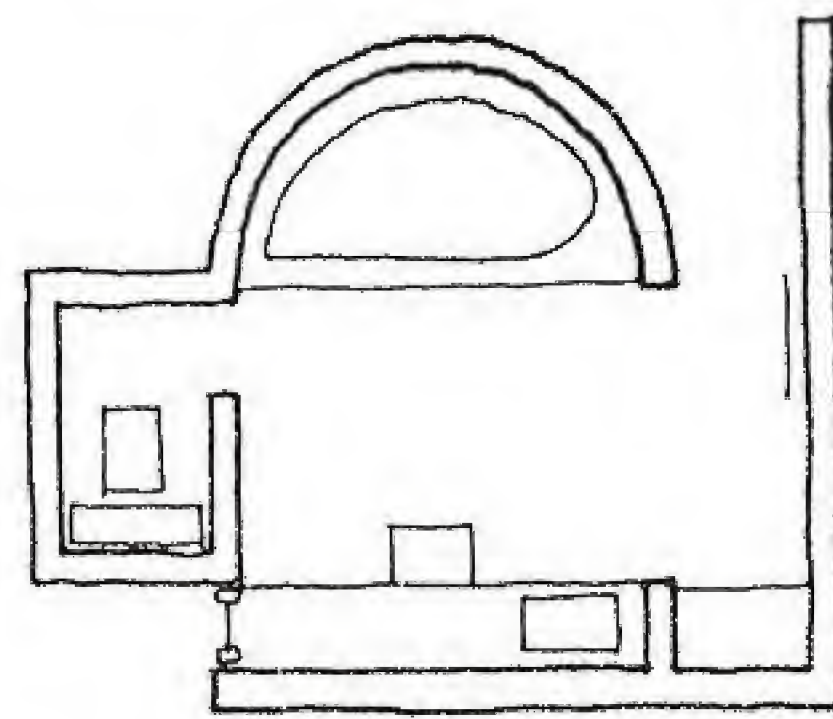
OFFICE



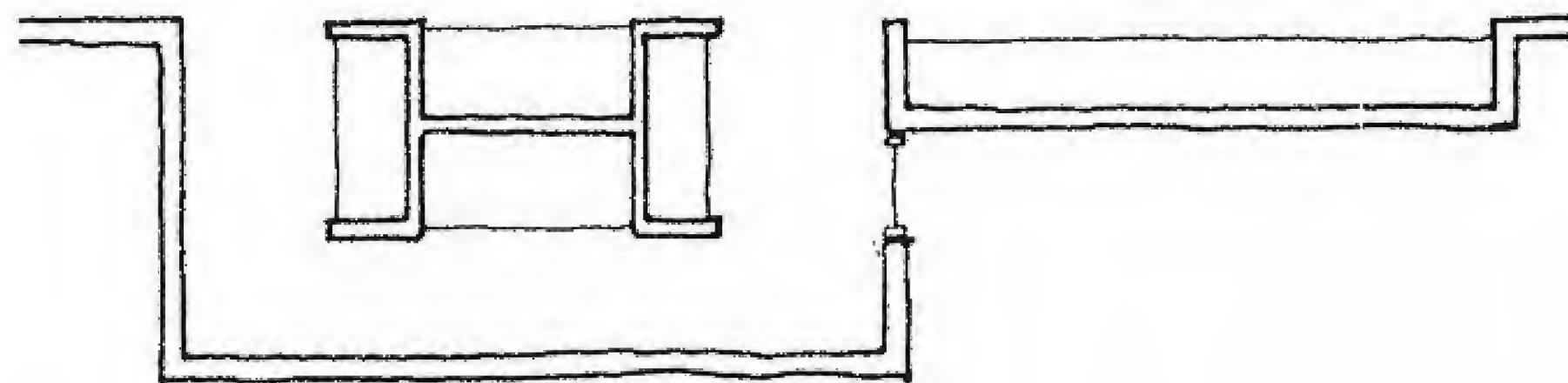
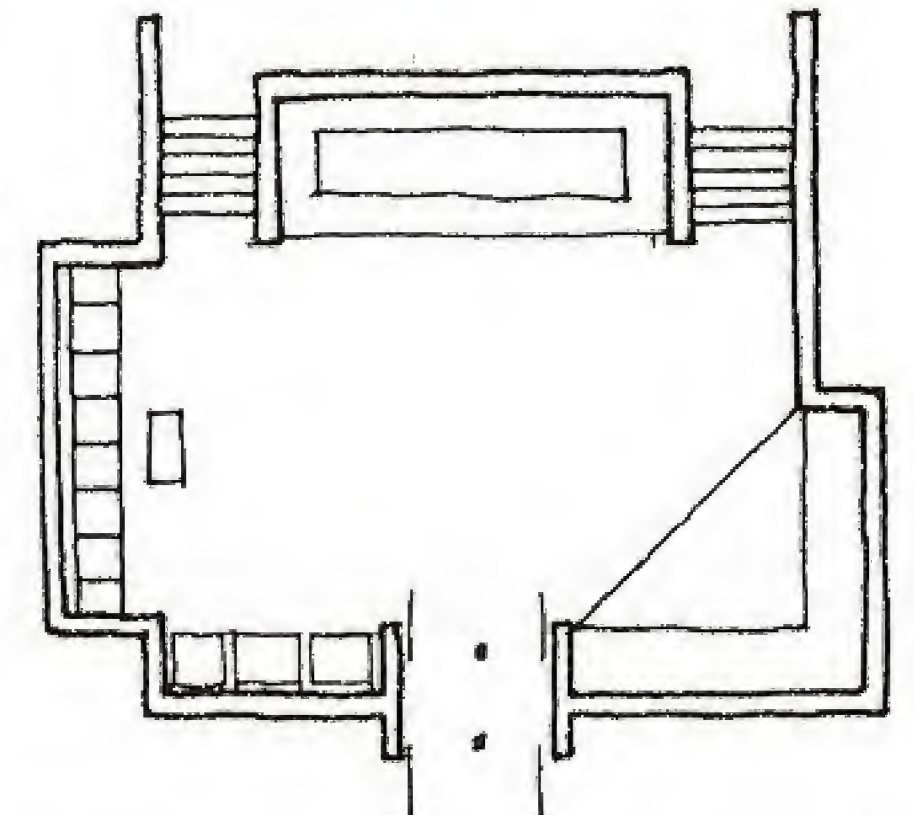
SITTING AREA



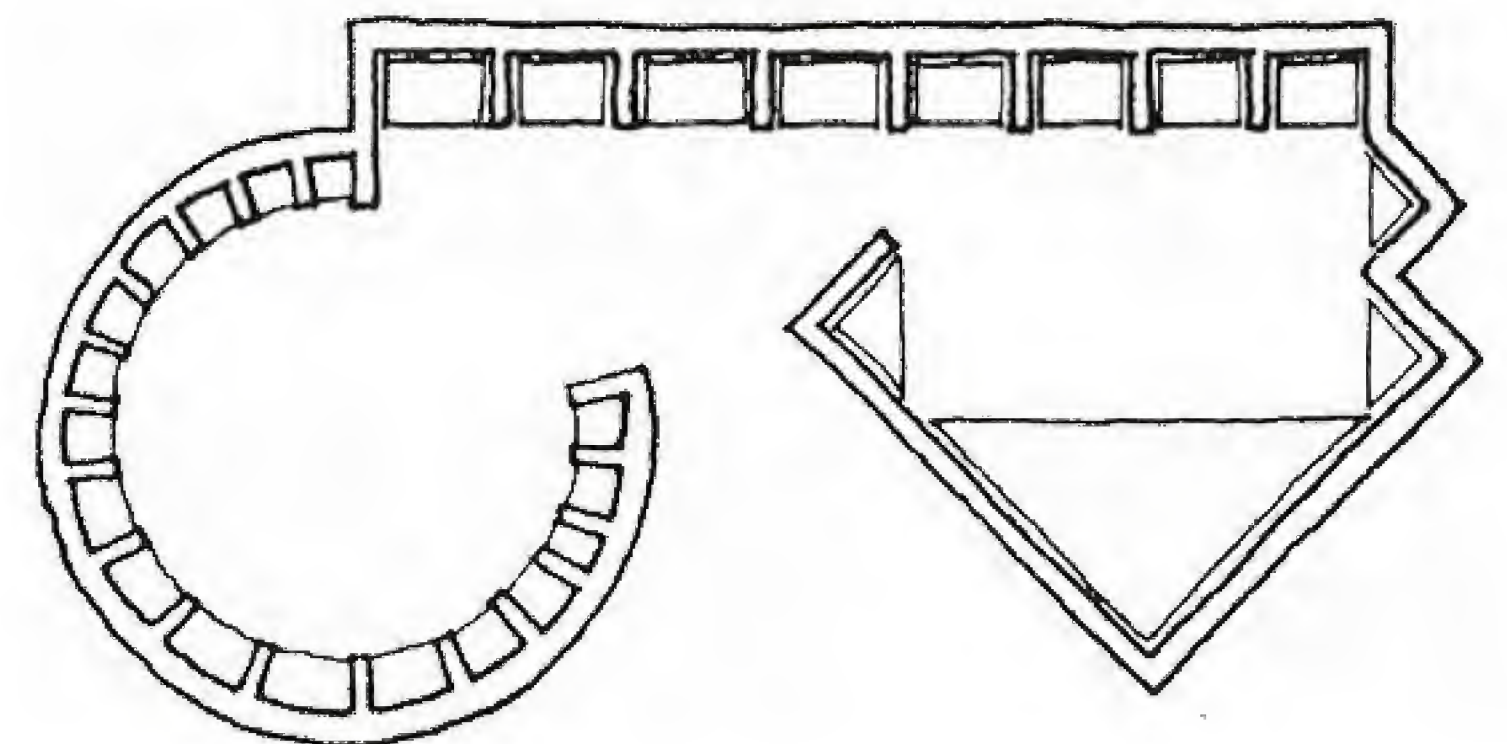
BATHROOM



LOBBY

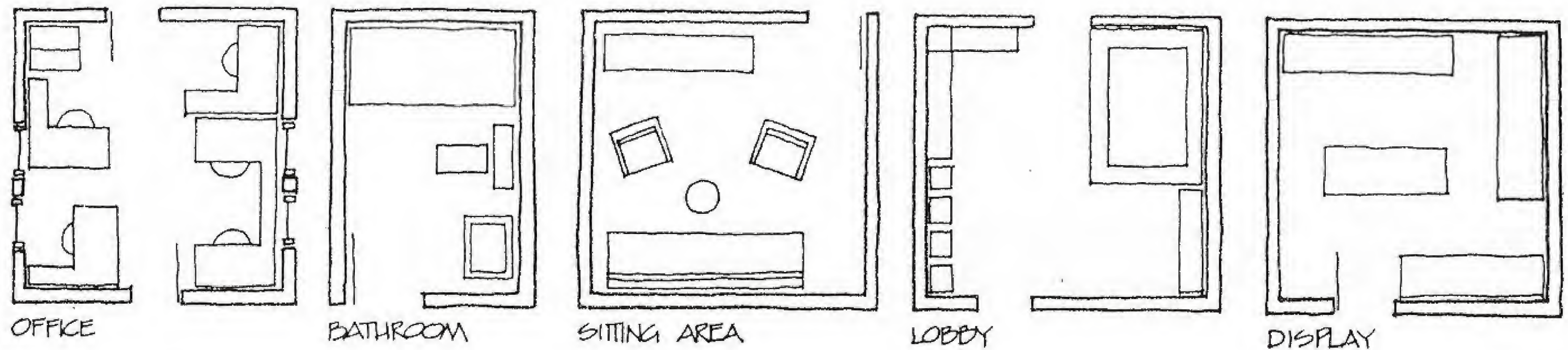


DISPLAY

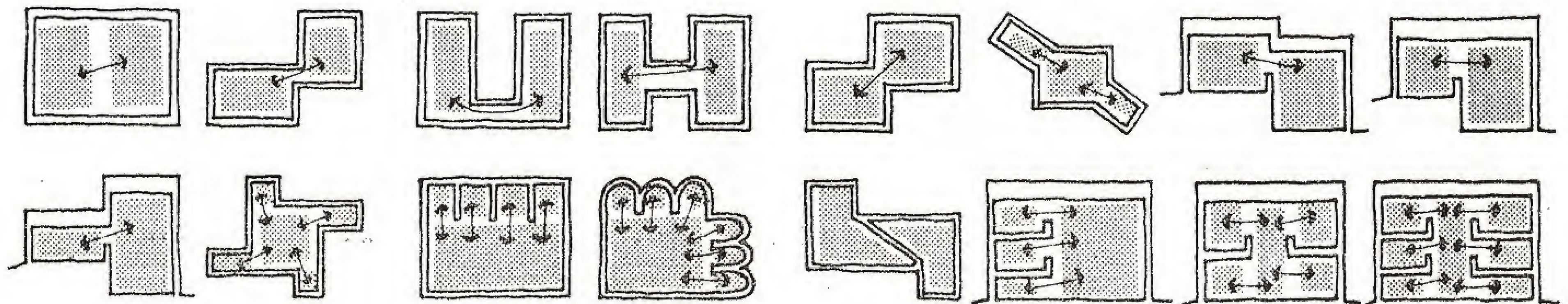




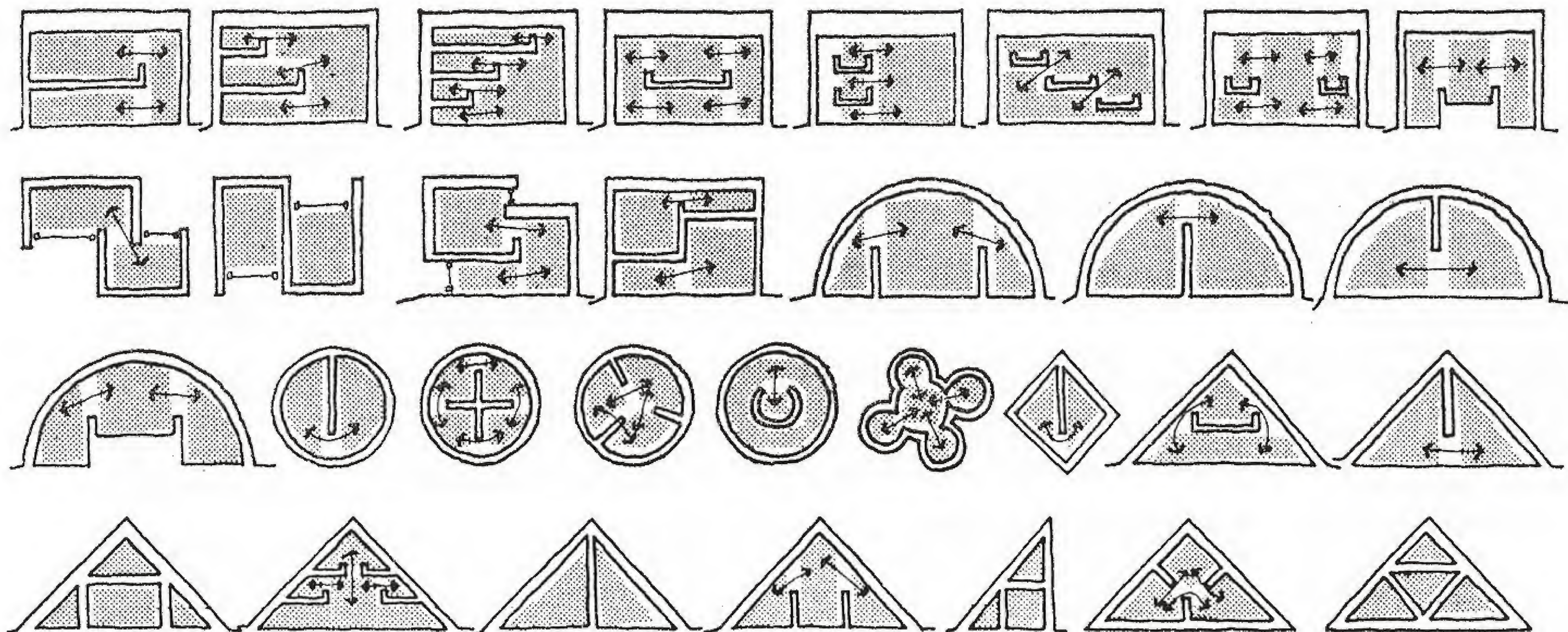
# Anonymous Space



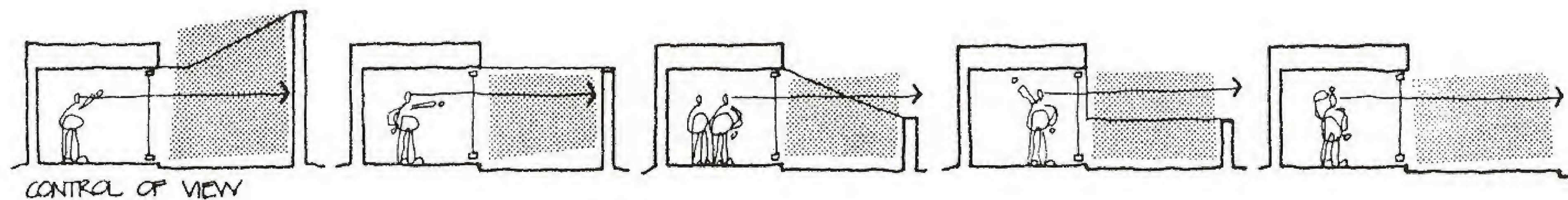
## Space to Space Relationships



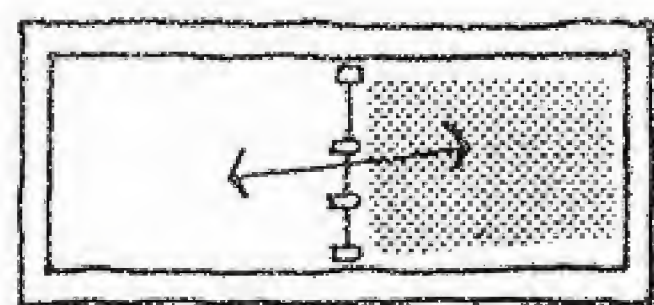




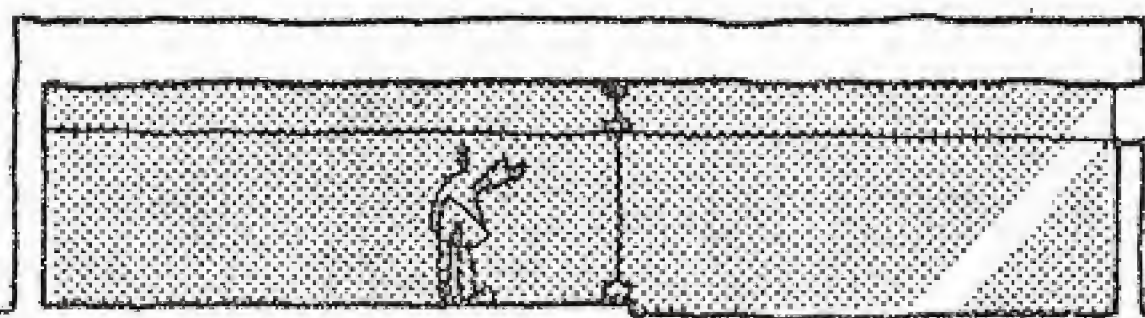
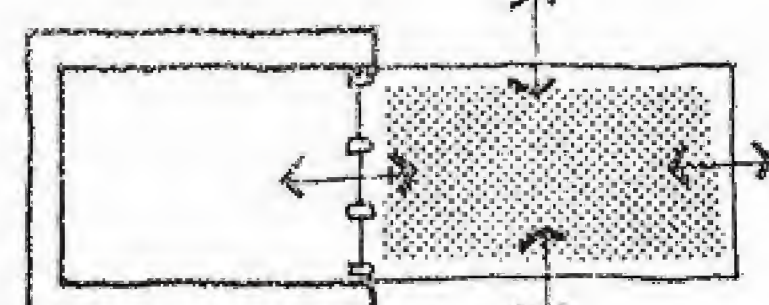
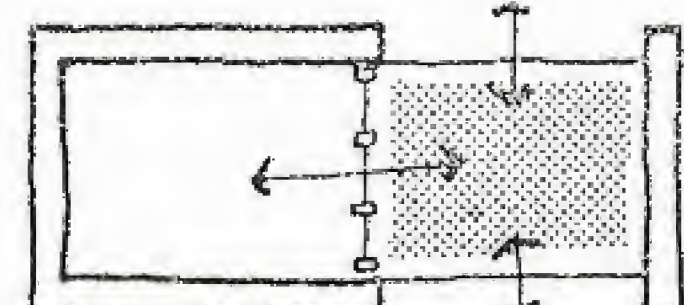
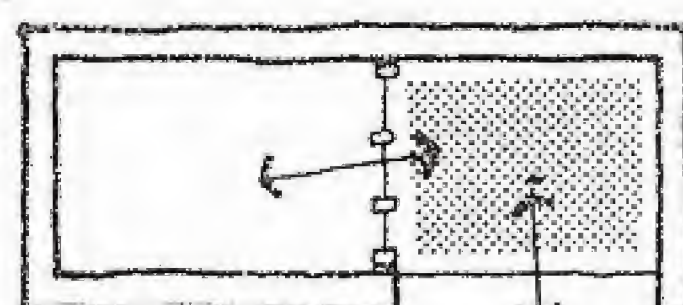
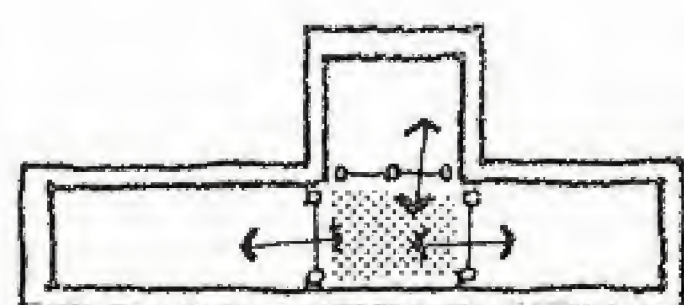
## Inside—Outside Space



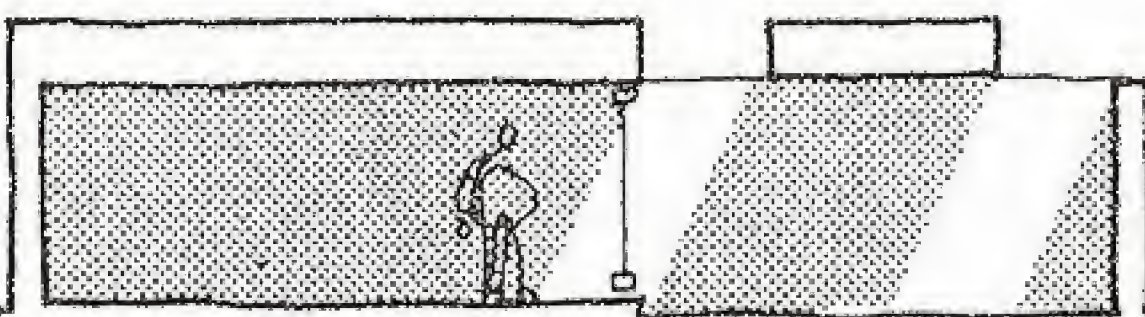
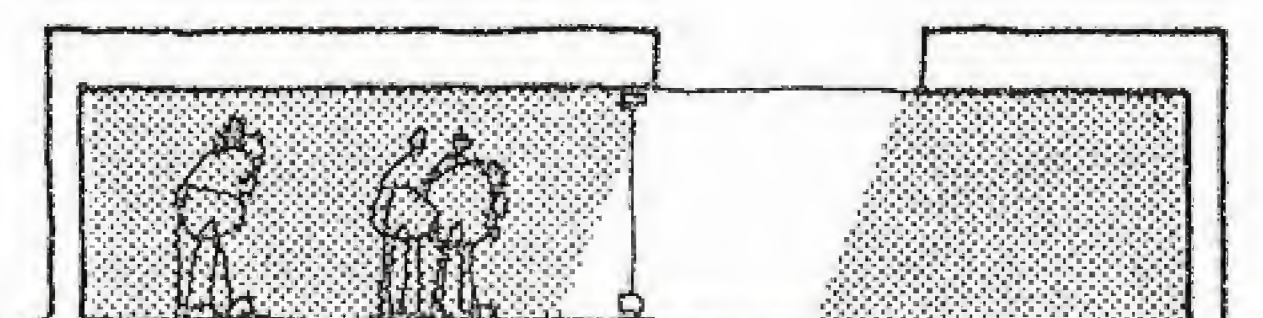
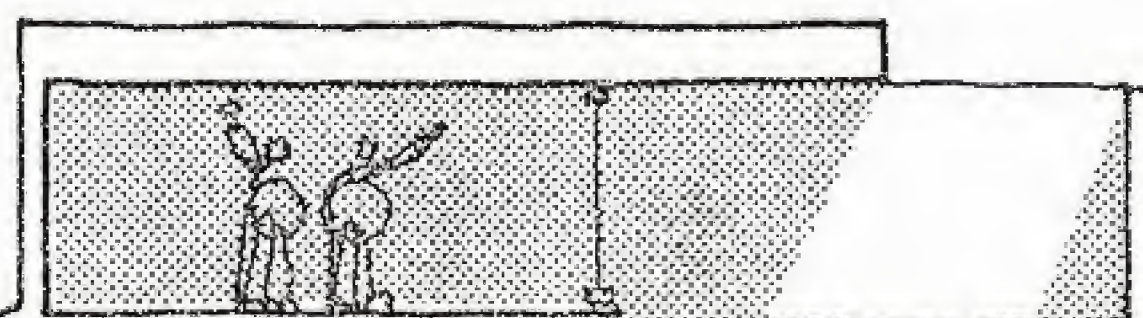




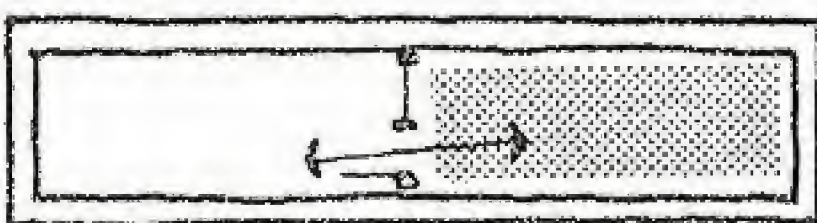
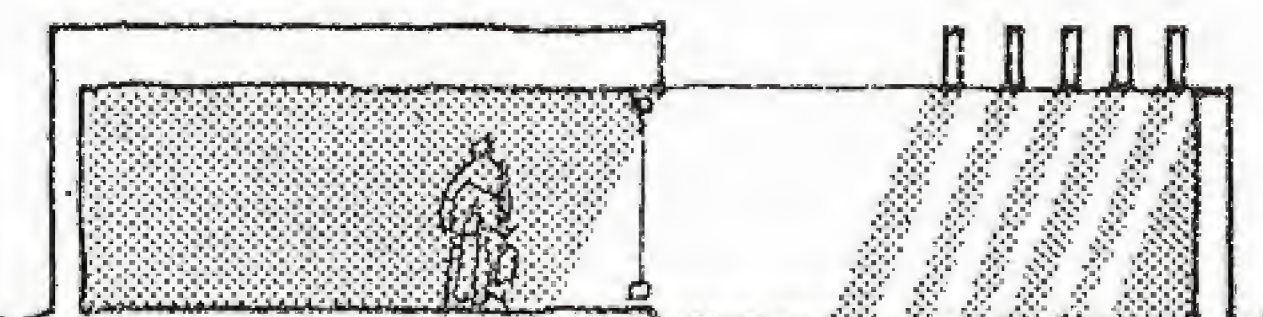
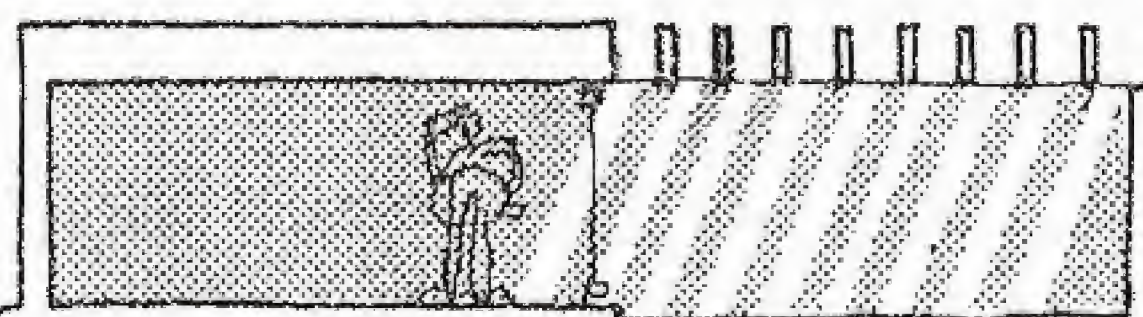
USE RESTRICTION



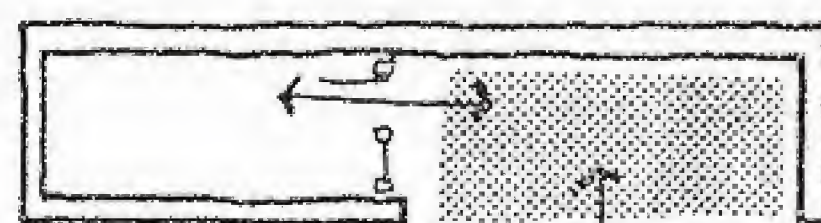
PROTECTION FROM SUN



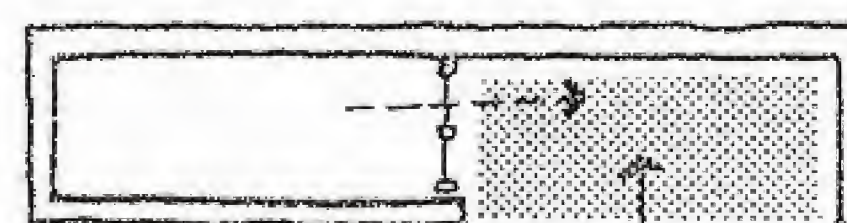
PROTECTION FROM SUN



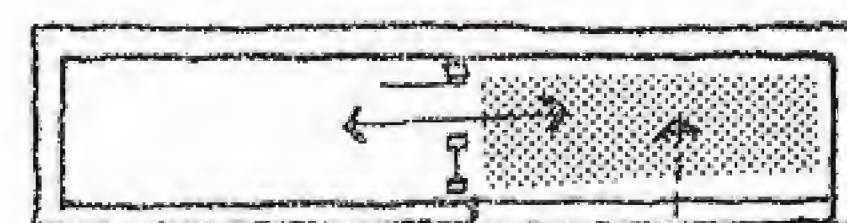
PUBLIC WALK



USE BY SPACE & PUBLIC



PUBLIC USE • VIEW FROM SPACE



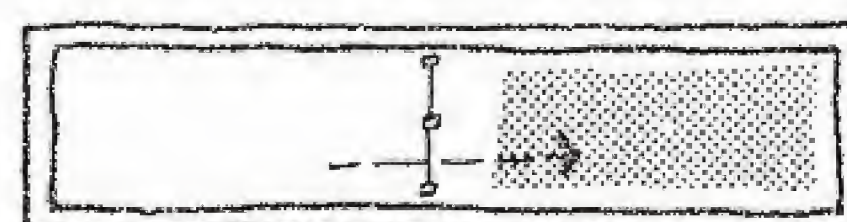
USE BY SPACE • PUBLIC VIEW



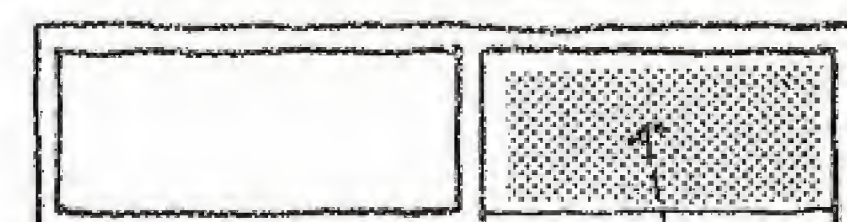
VIEW FROM SPACE & PUBLIC



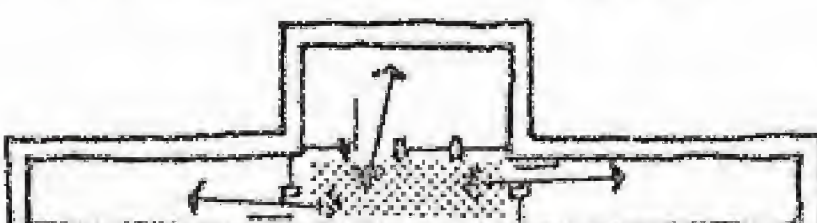
EXCLUSIVE PUBLIC USE



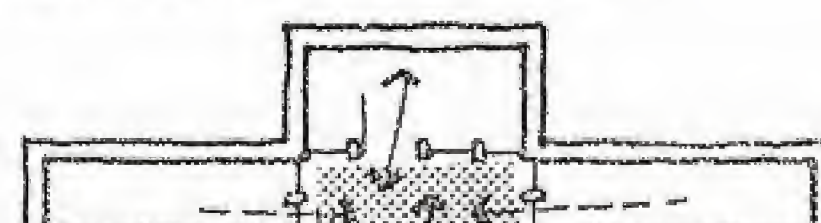
VIEW FROM SPACE



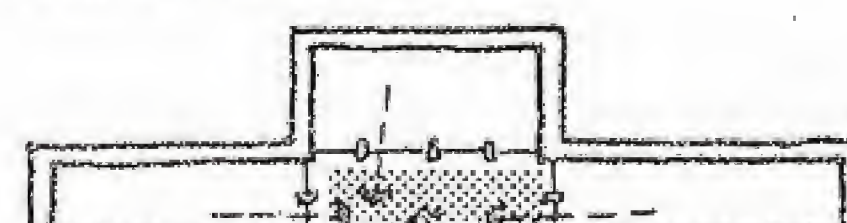
VIEW FROM PUBLIC



PUBLIC WALK



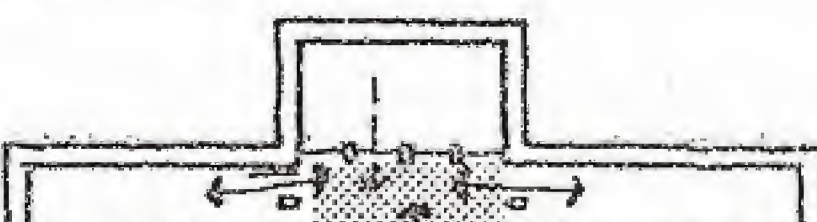
ONE SPACE USE • VIEW FROM OTHERS



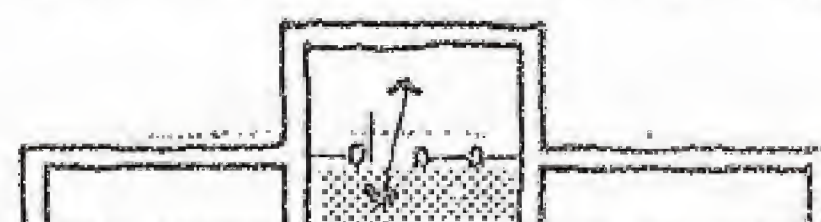
EXCLUSIVE PUBLIC USE • SPACE VIEW



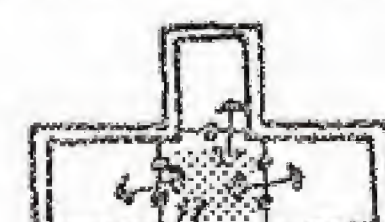
VIEW USE ONLY



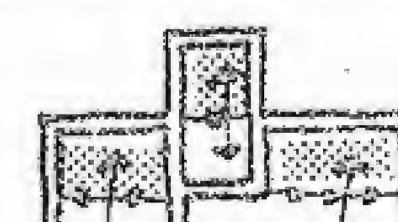
SELECTIVE SPACE USE



EXCLUSIVE SPACE USE



MULTIPLE USE



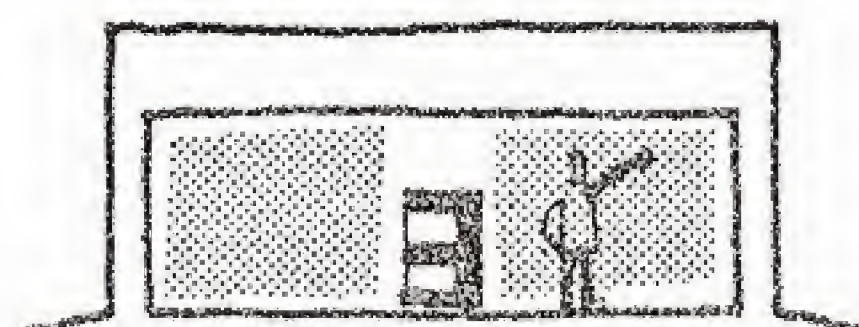
DECENTRALIZED



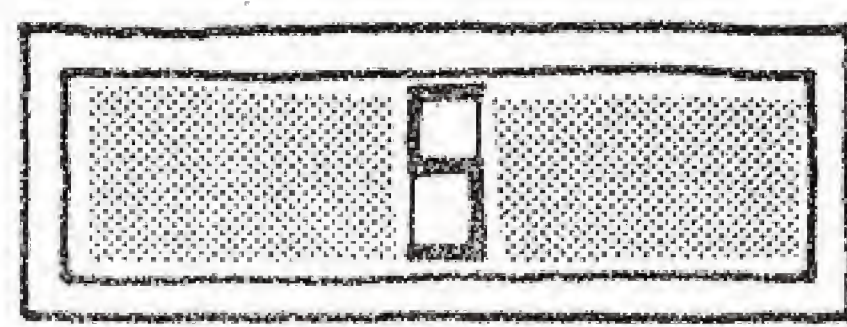
USE @ GRADE • VIEW FROM ABOVE



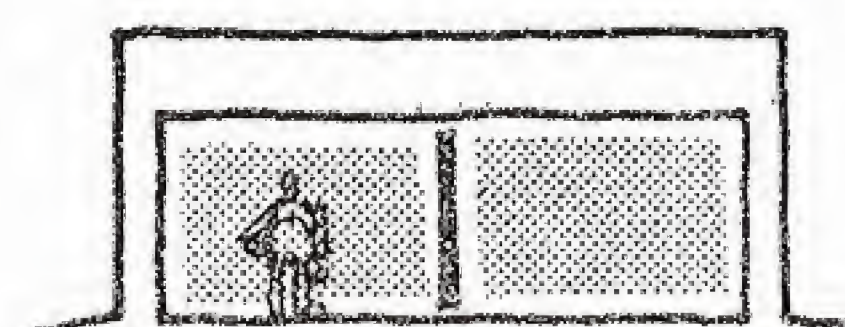
# Division of Space



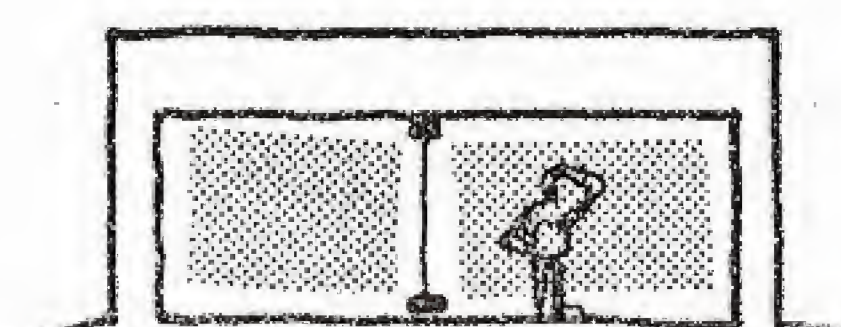
STORAGE



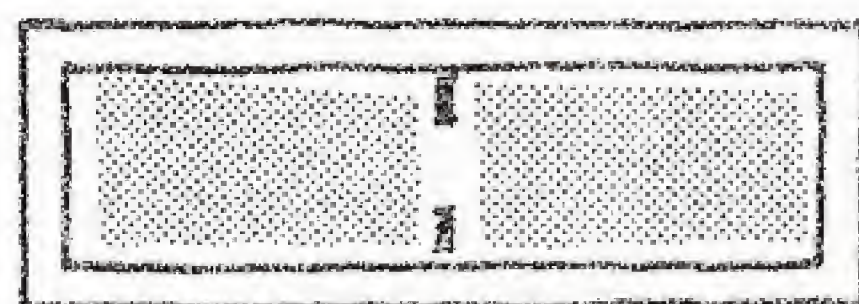
STORAGE



WALL



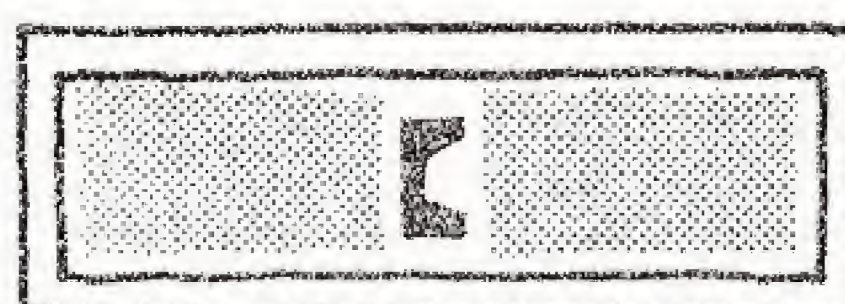
GLASS



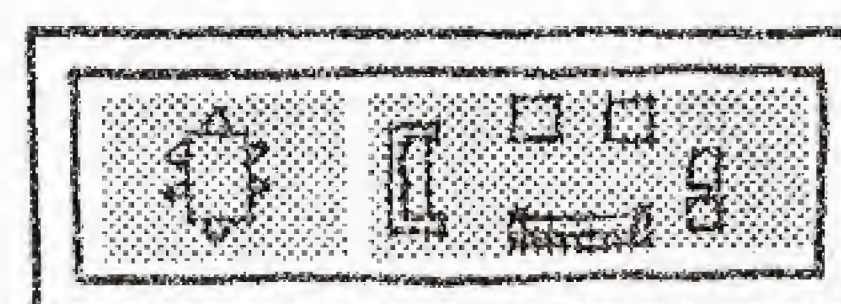
WING WALLS



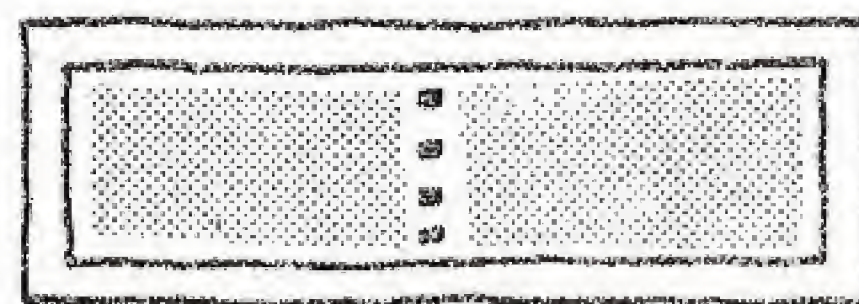
BOOKSHELVES



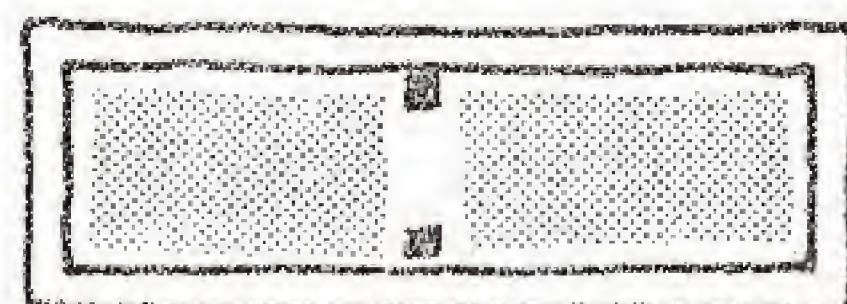
FIREPLACE



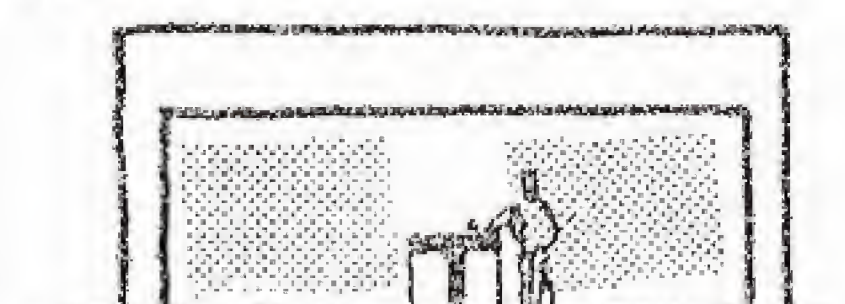
FURNITURE



COLUMN ROW



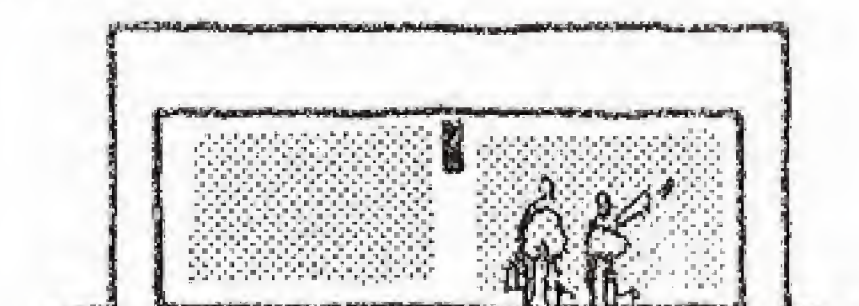
ENGAGED COLUMNS



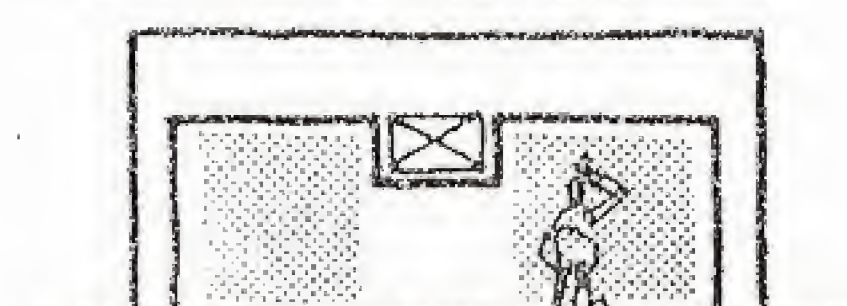
COUNTER



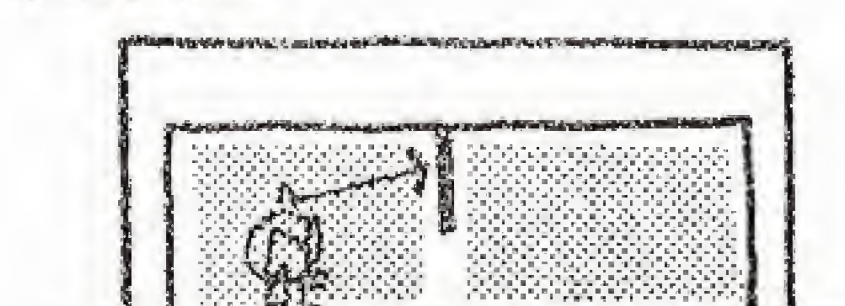
SKYLIGHT



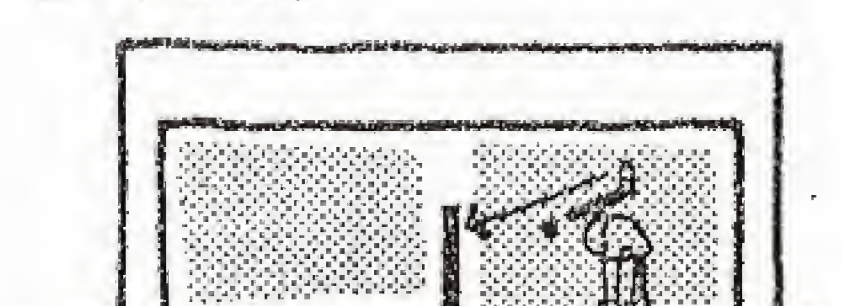
BEAM



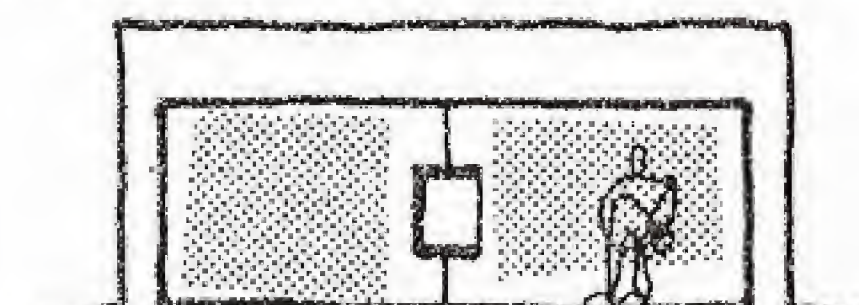
DUCT



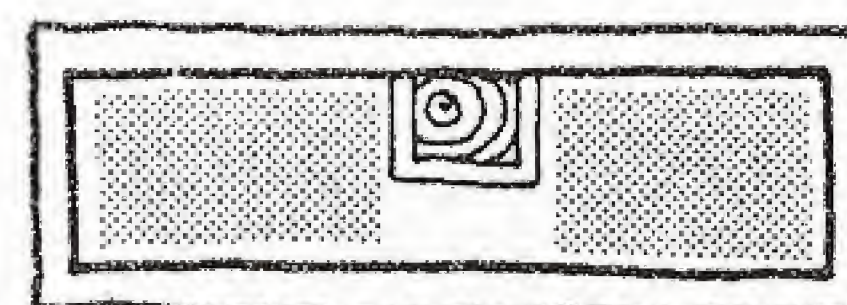
DISPLAY PANEL



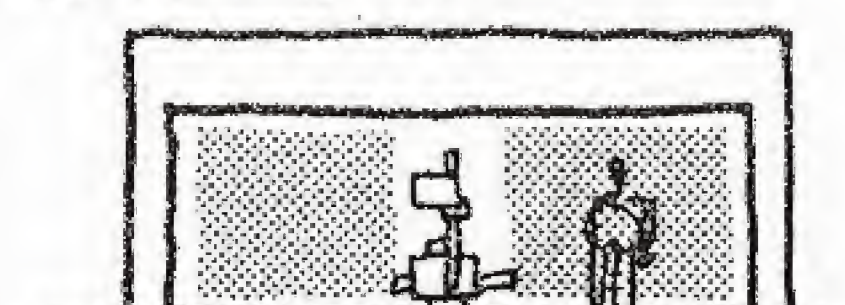
DISPLAY PANEL



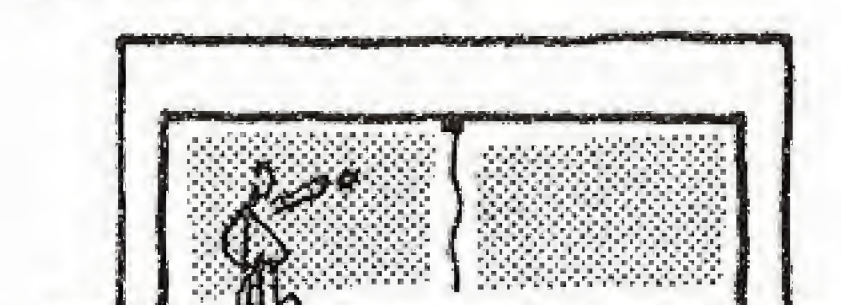
DISPLAY



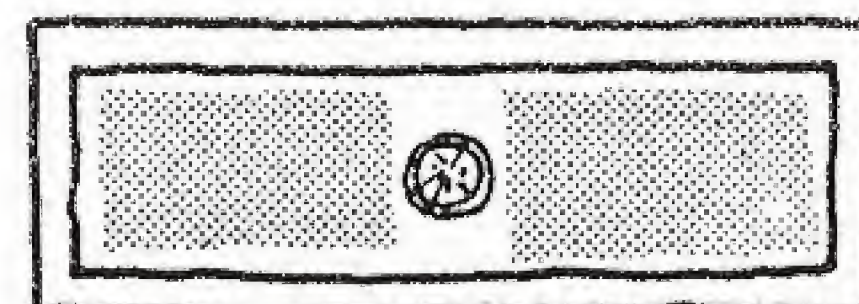
POOL



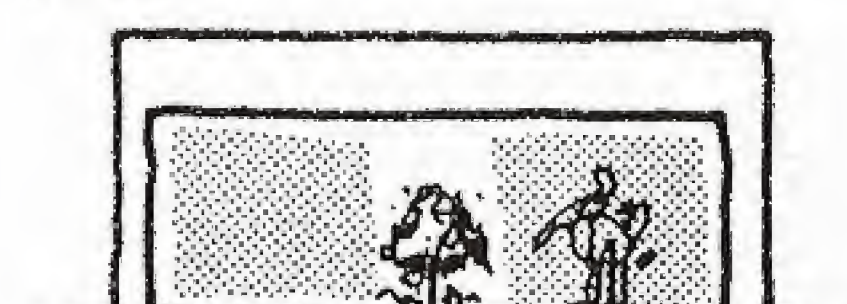
SCULPTURE



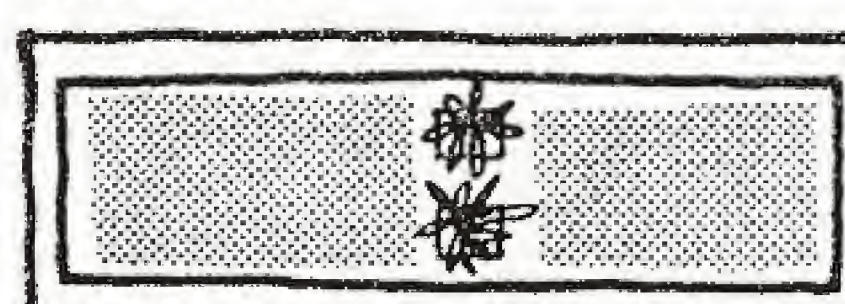
BANNER



FOUNTAIN



PLANTS

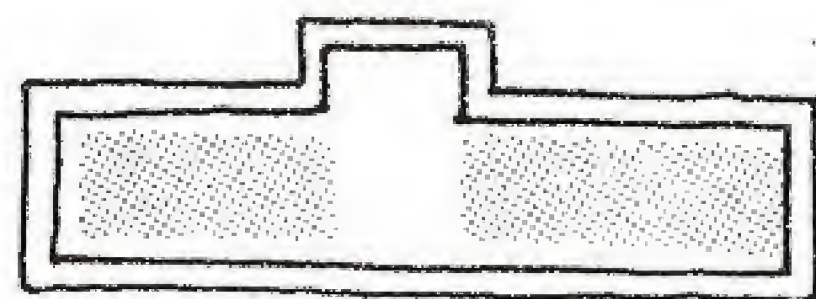


POTTED PLANTS

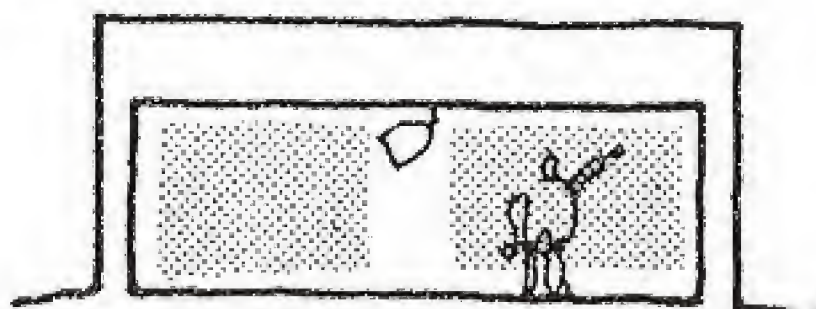


HANGING PLANTS

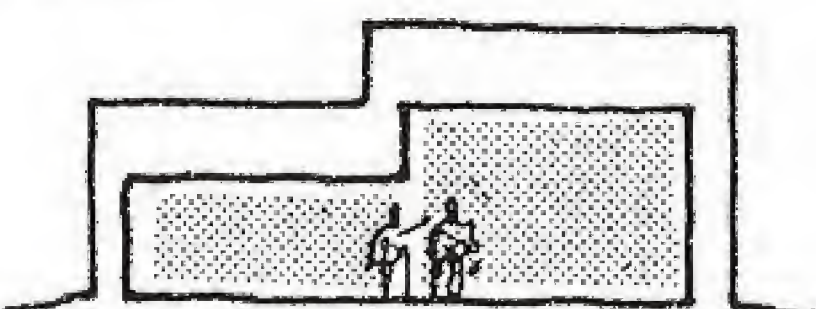




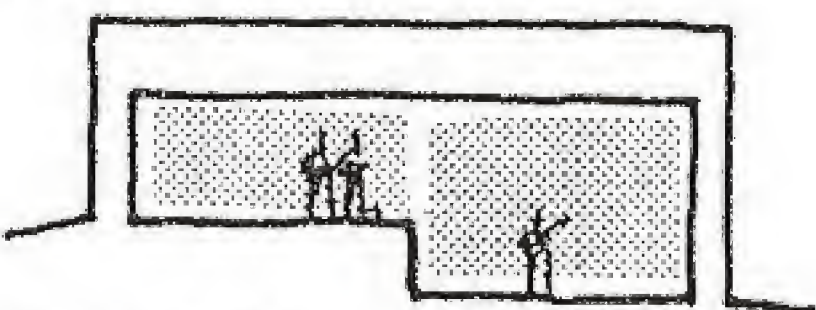
ALCOVE



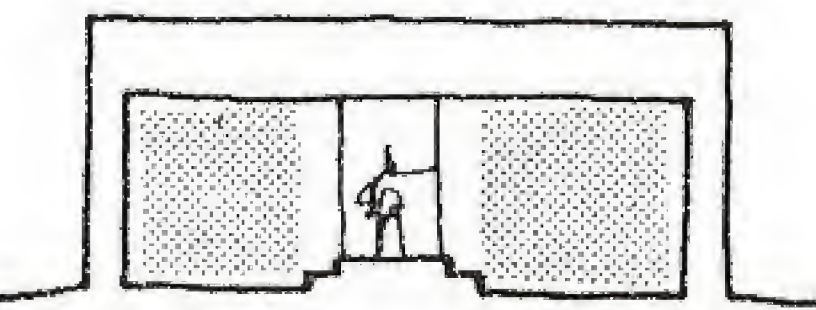
LIGHTS



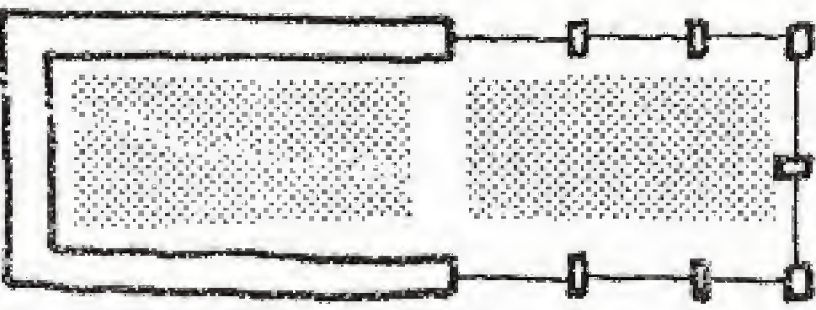
CEILING PLANES



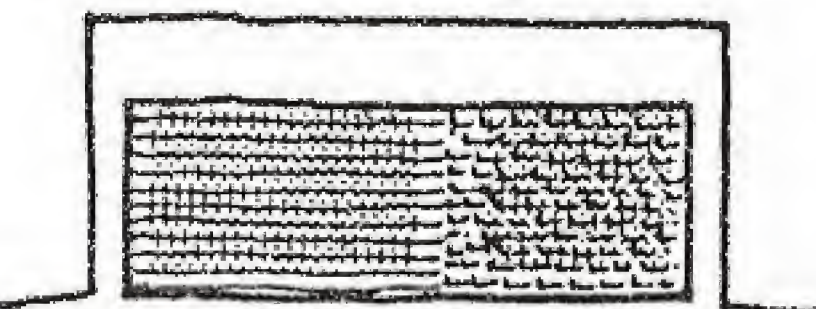
FLOOR PLANES



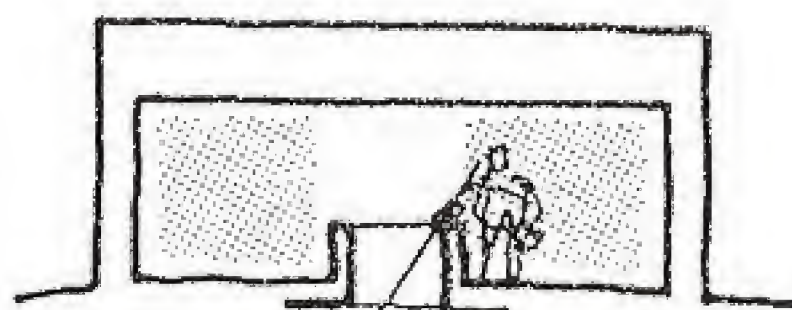
CIRCULATION



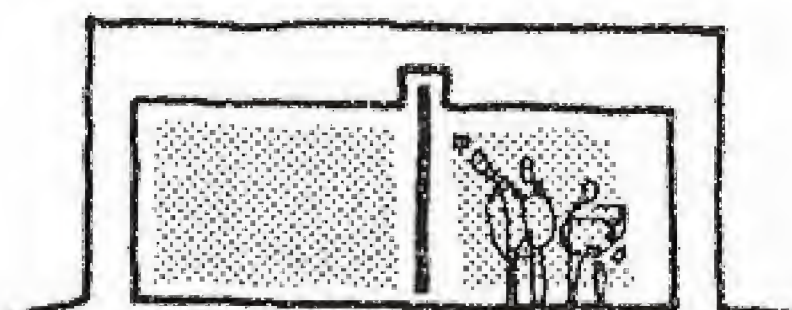
WALL MATERIAL



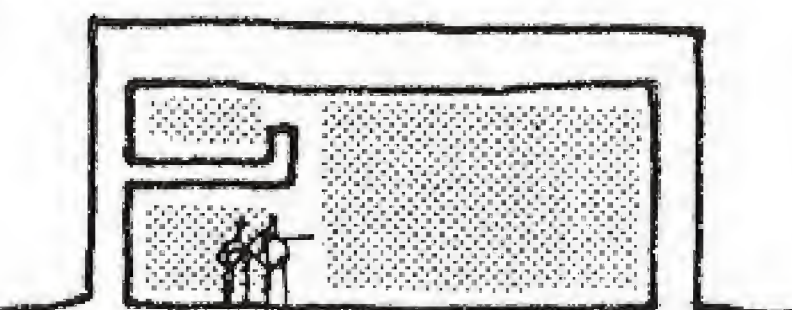
MATERIAL TEXTURE



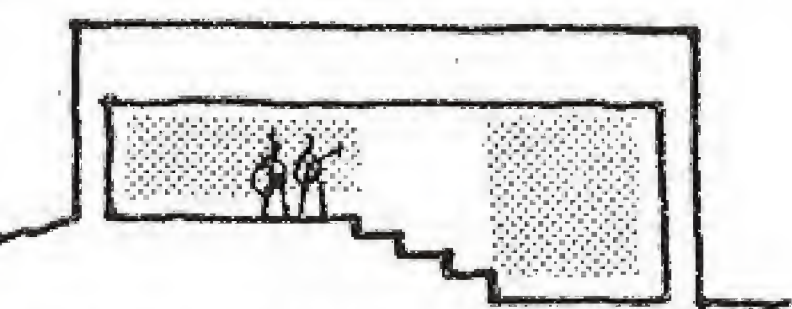
VIEW WELL



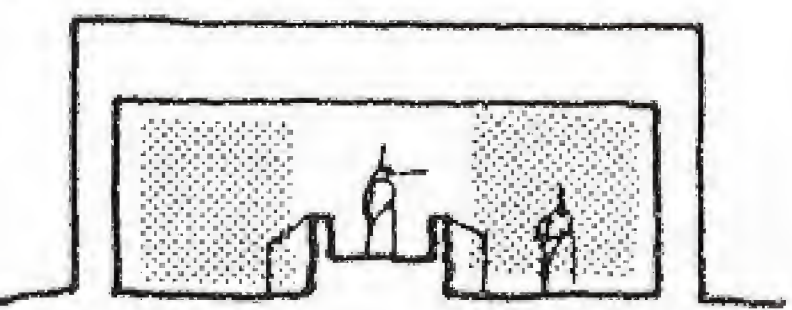
WALL TRACK



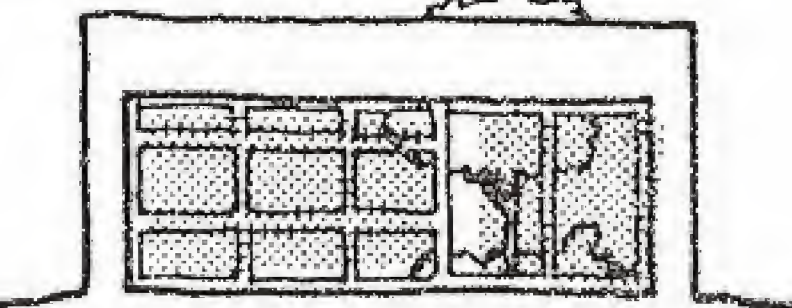
CEILING PLANES



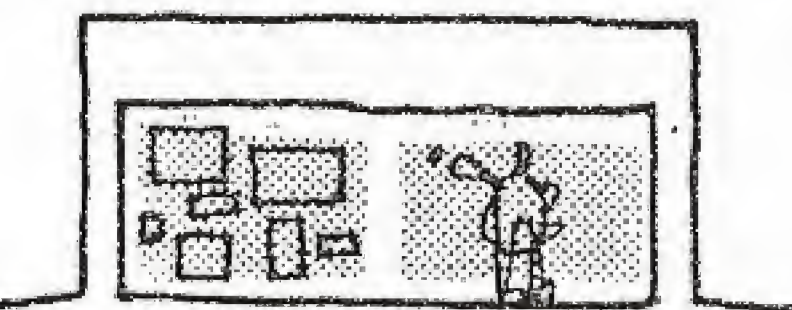
FLOOR PLANES



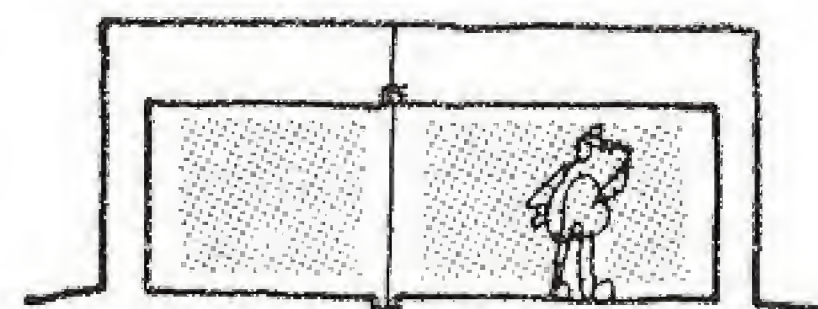
CIRCULATION



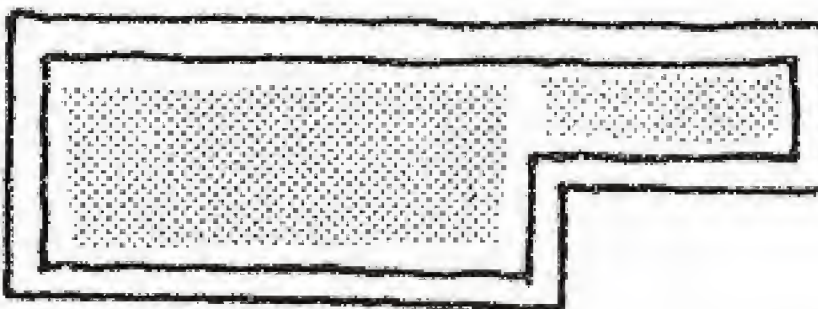
MULLION PATTERN



WALL DISPLAY



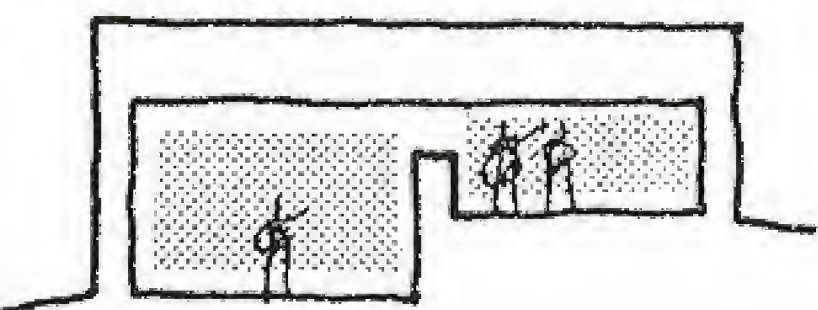
EXPANSION JOINT



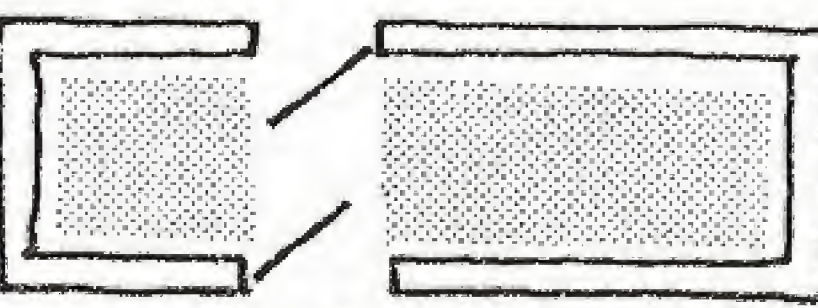
WALL PLANES



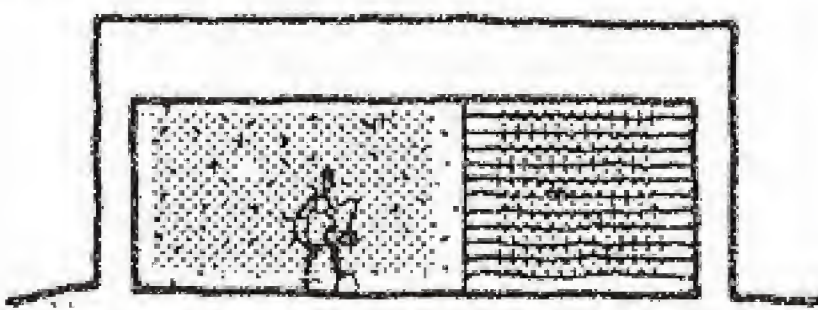
CEILING PLANES



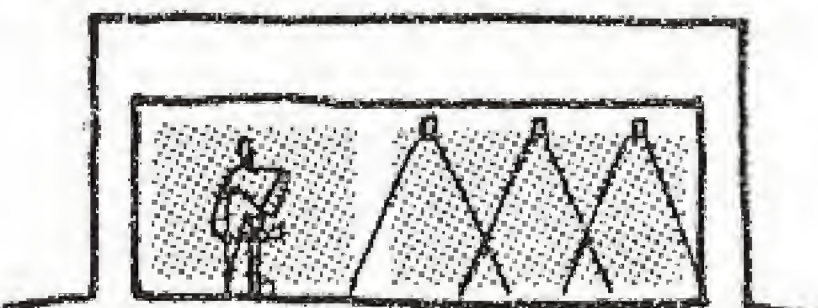
FLOOR PLANES



DOOR PLACEMENT



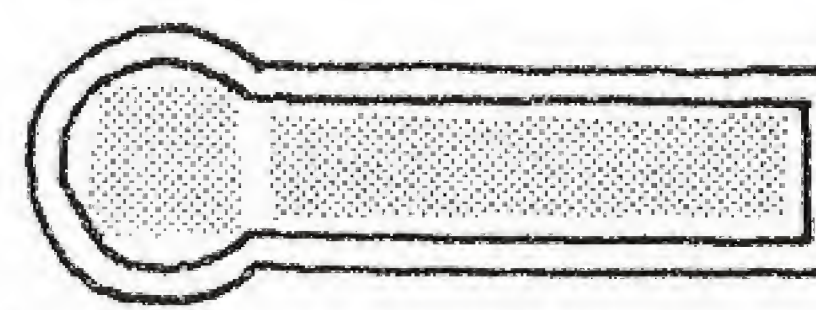
MATERIAL PATTERN



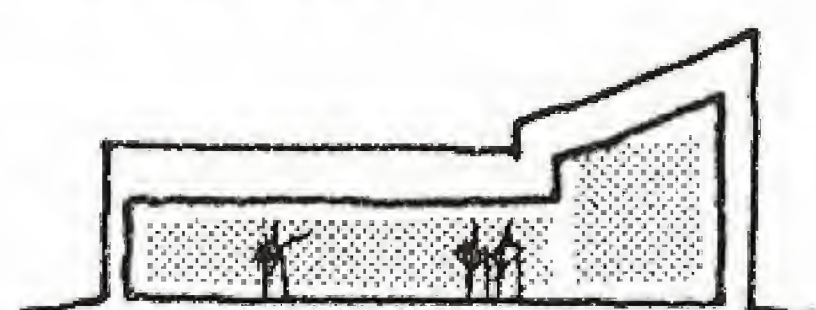
WALL LIGHTING



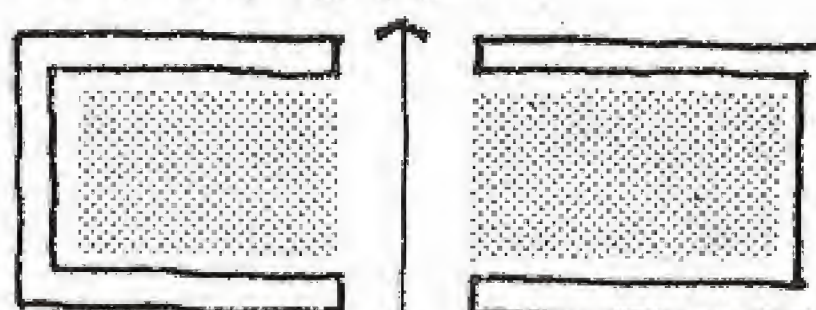
RAIL



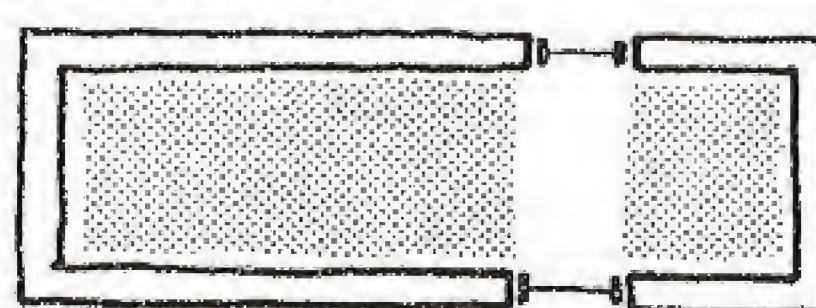
WALL PLANES



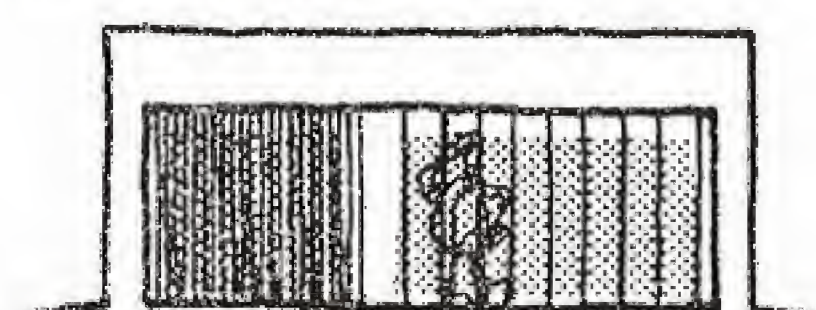
CEILING PLANES



CIRCULATION



WINDOW PLACEMENT

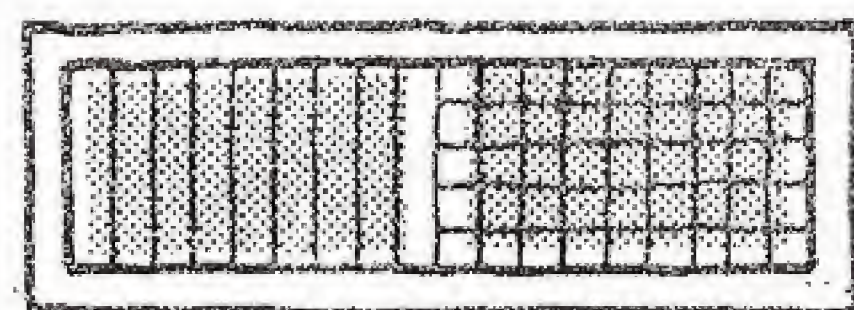


WALL COLOR

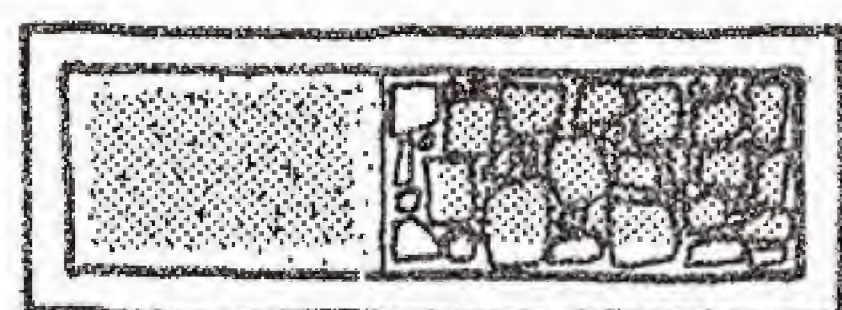


WALL REGISTERS

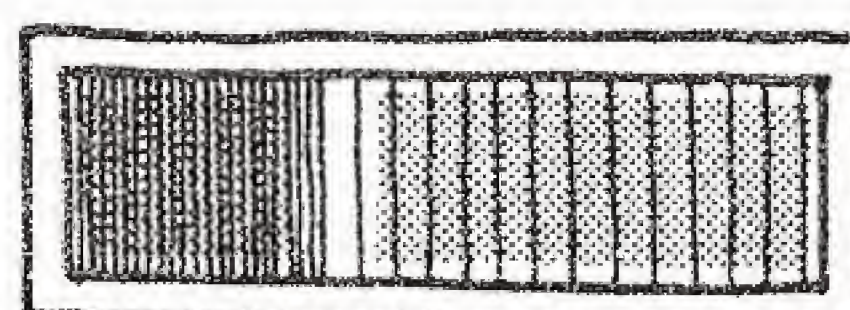




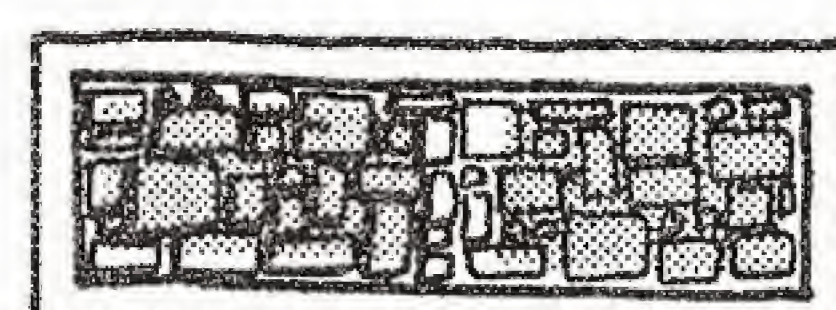
FLOOR PATTERN



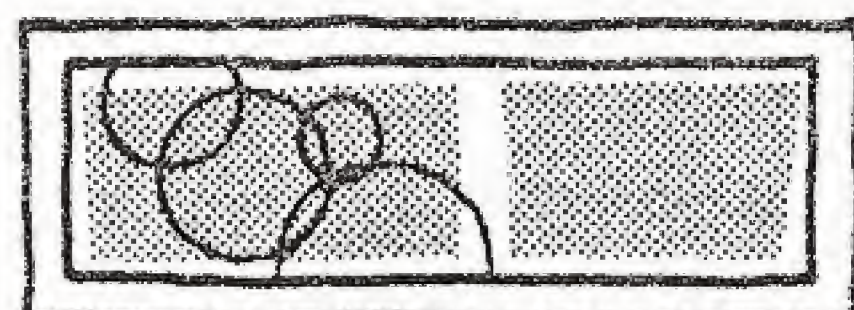
FLOOR MATERIAL



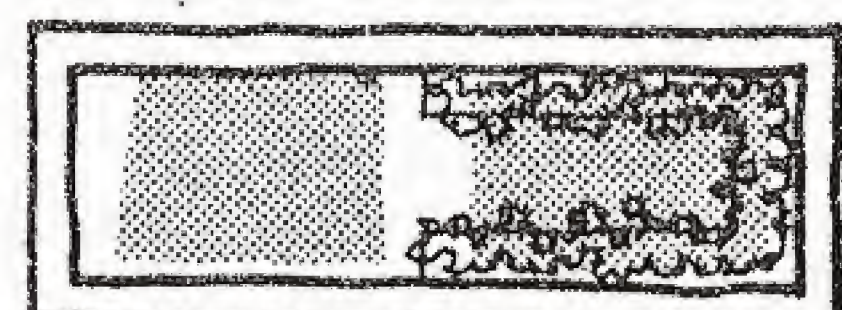
FLOOR COLOR



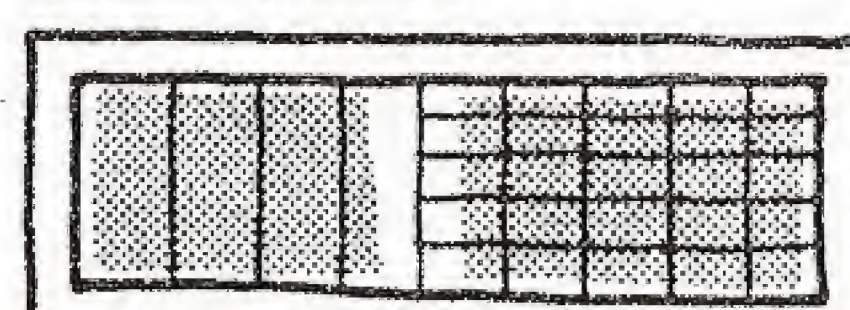
FLOOR TEXTURE



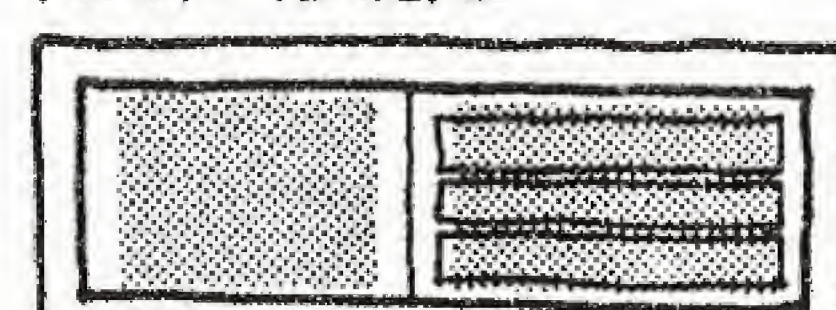
FLOOR LIGHTING



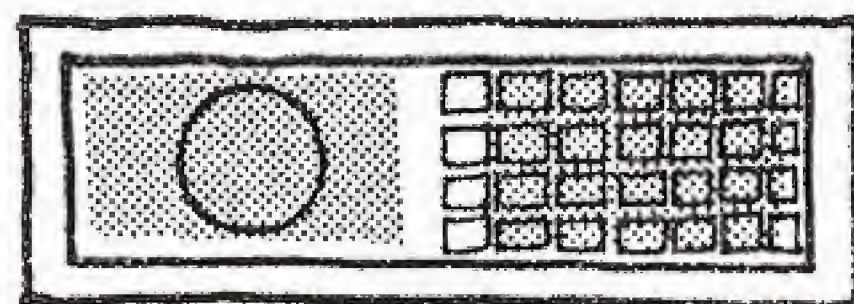
EDGE PLANTER



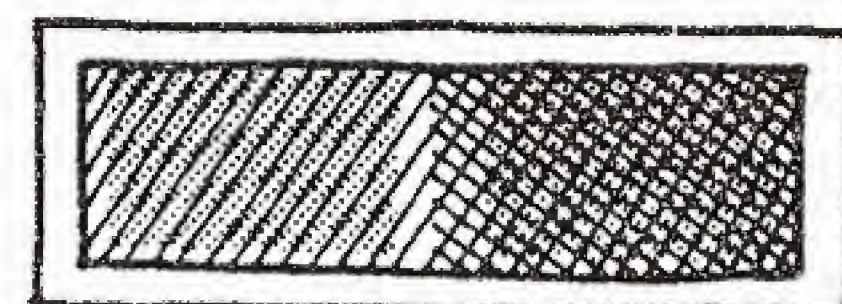
CEILING PATTERN



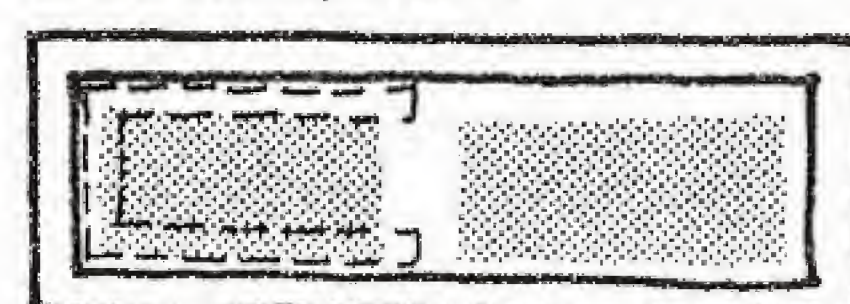
CEILING MATERIAL



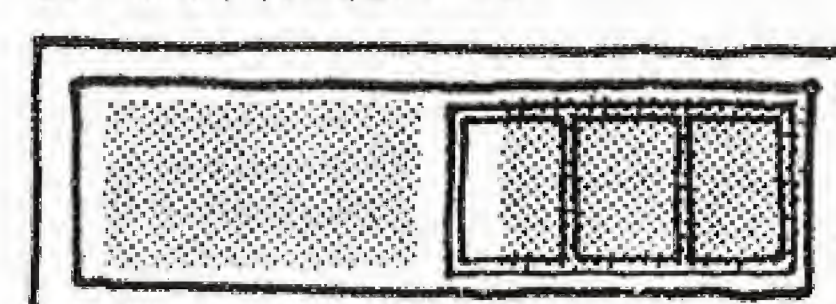
LIGHTING PATTERN



CEILING COLOR

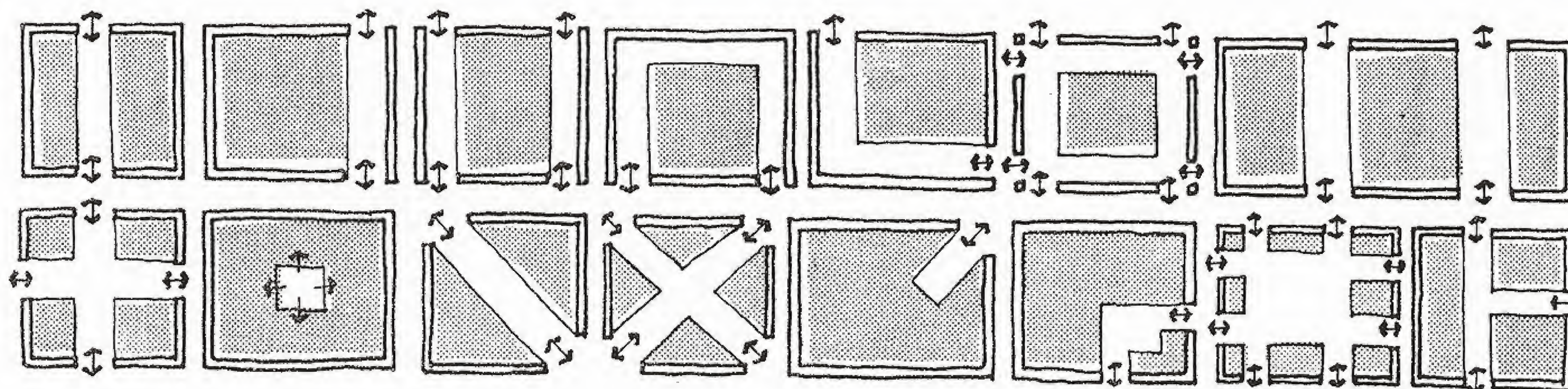


EDGE LIGHTING

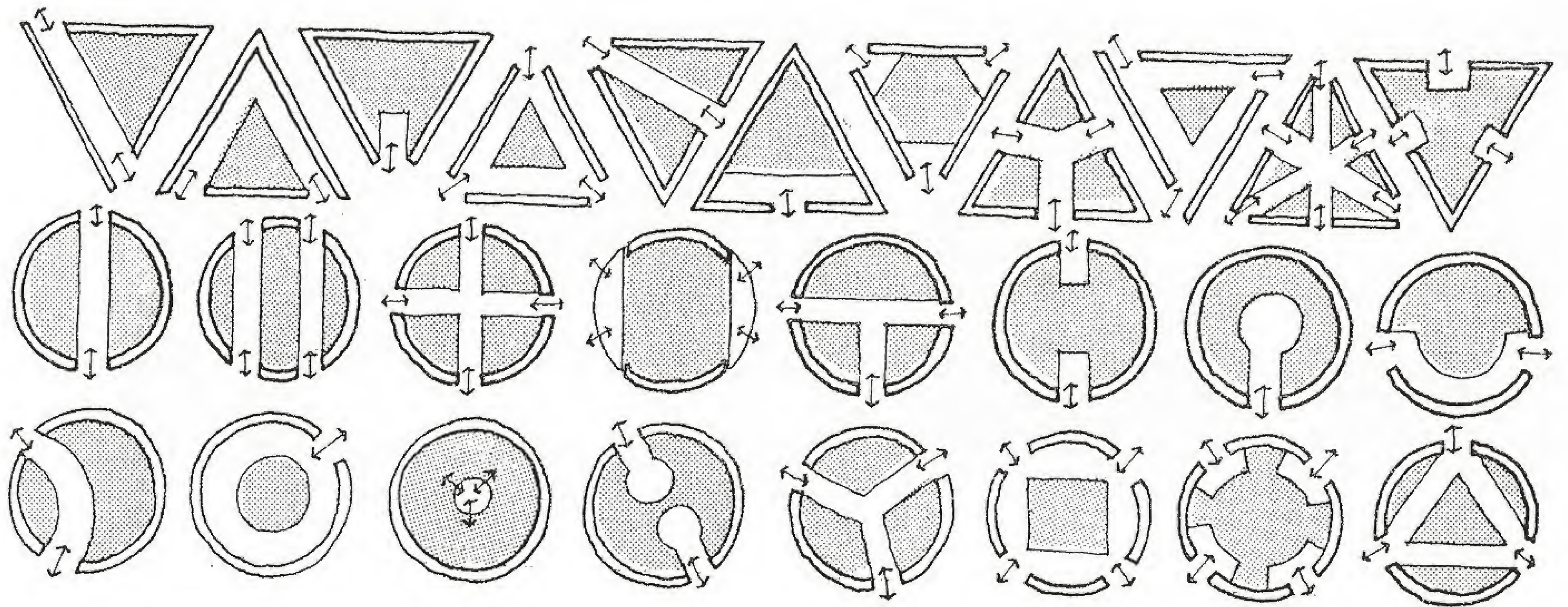


SKYLIGHTS

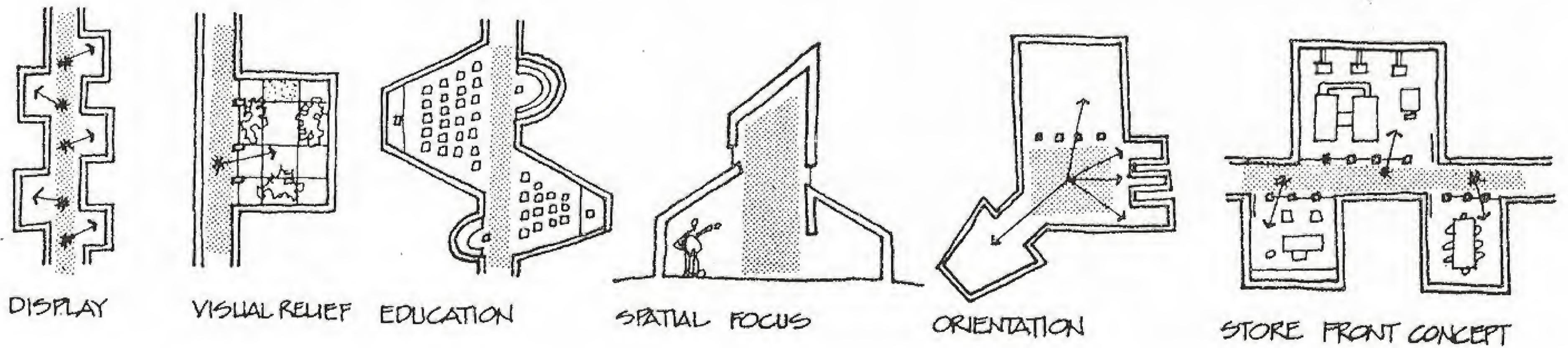
## Door Placement, Circulation and Use Zones





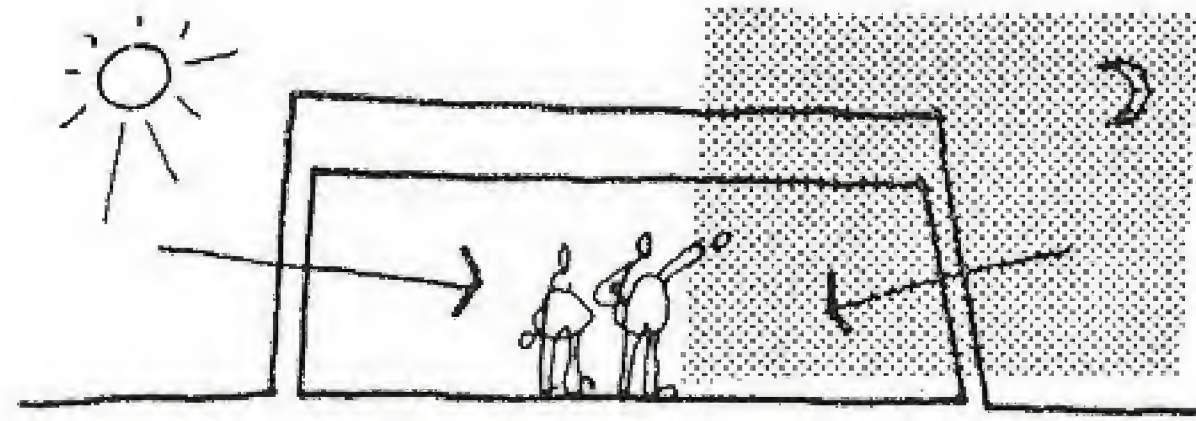


## Circulation as a Space

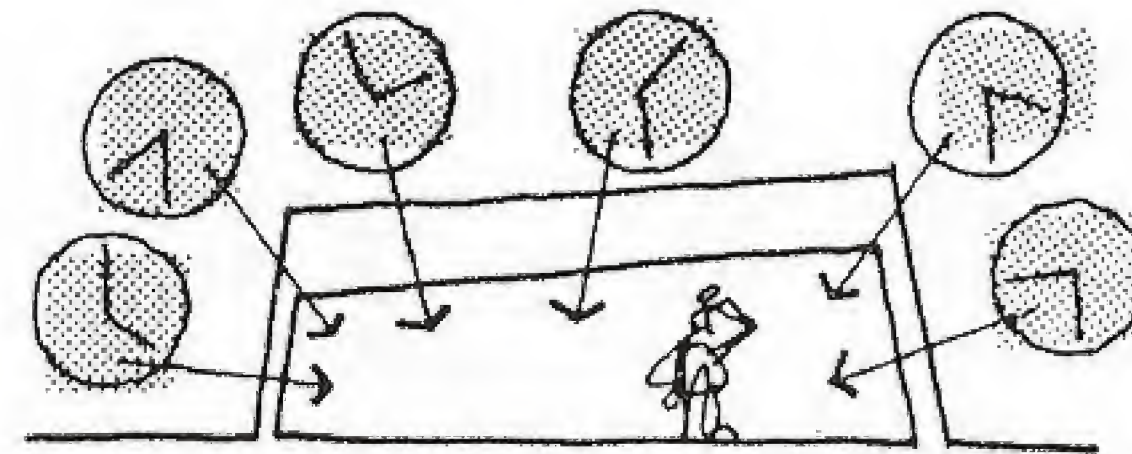




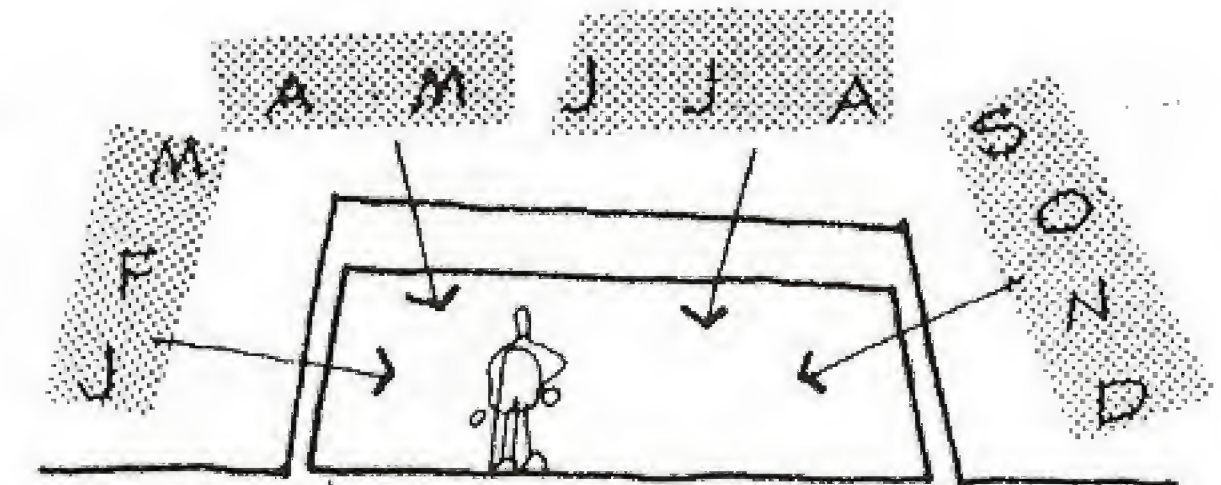
# Multiuse of Space



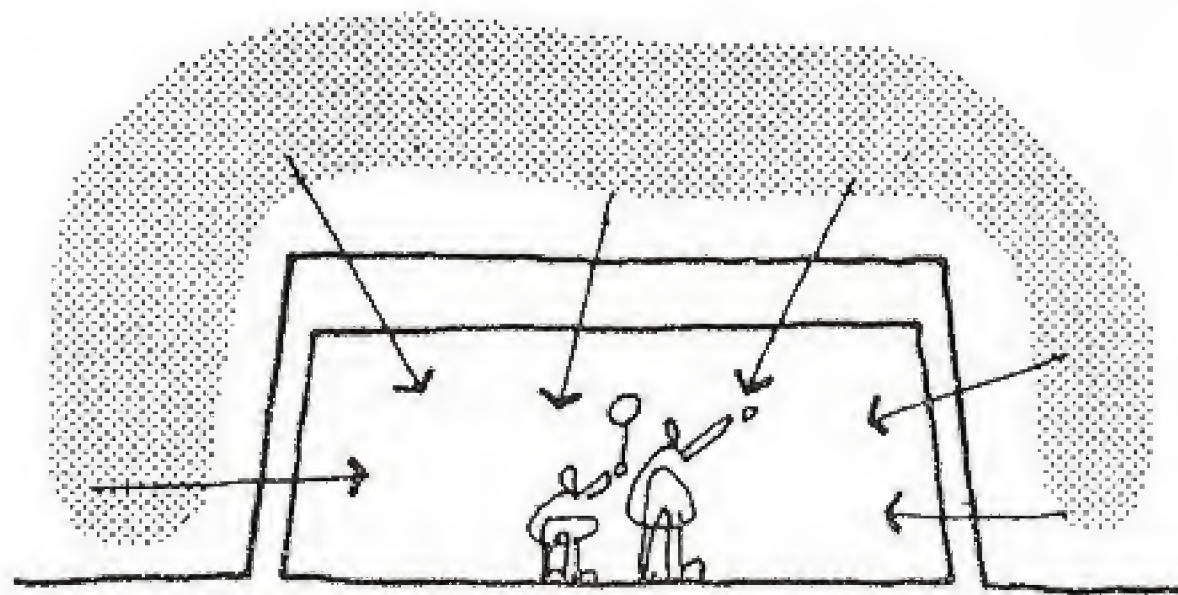
DAY - NIGHT USE



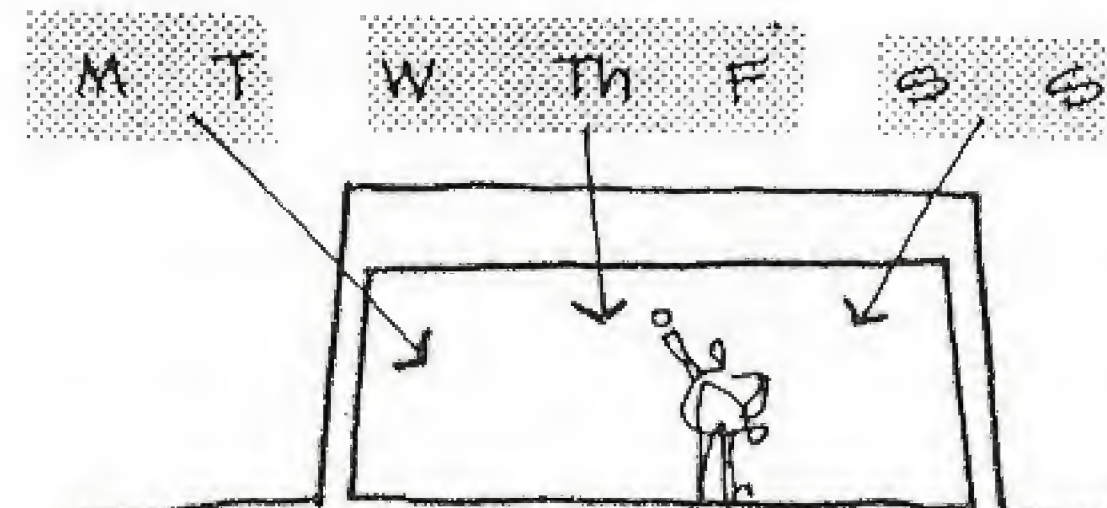
DIFFERENT TIMES OF DAY



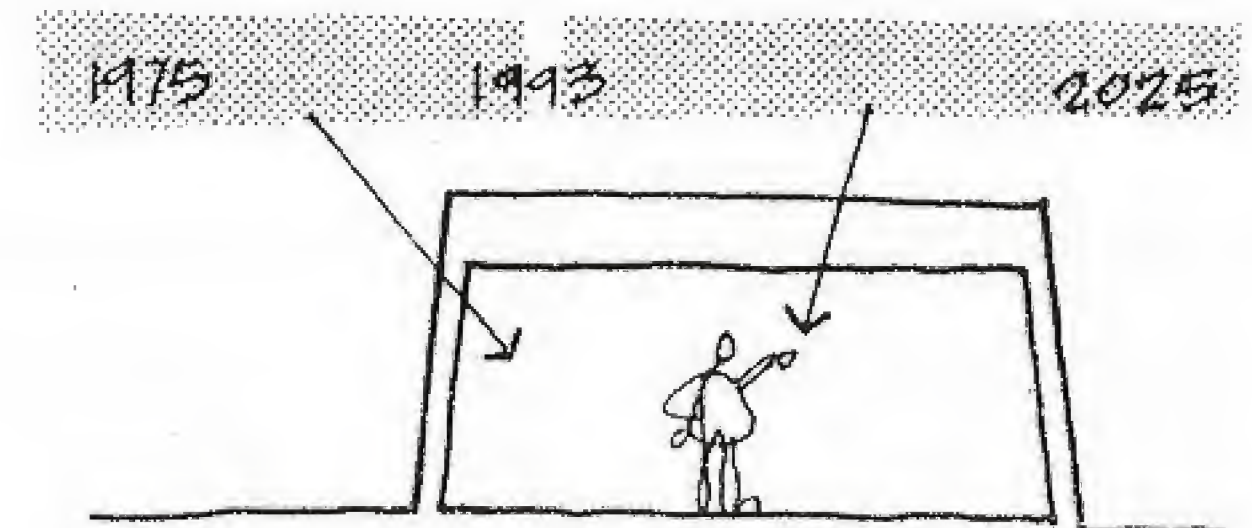
DIFFERENT TIMES OF YEAR



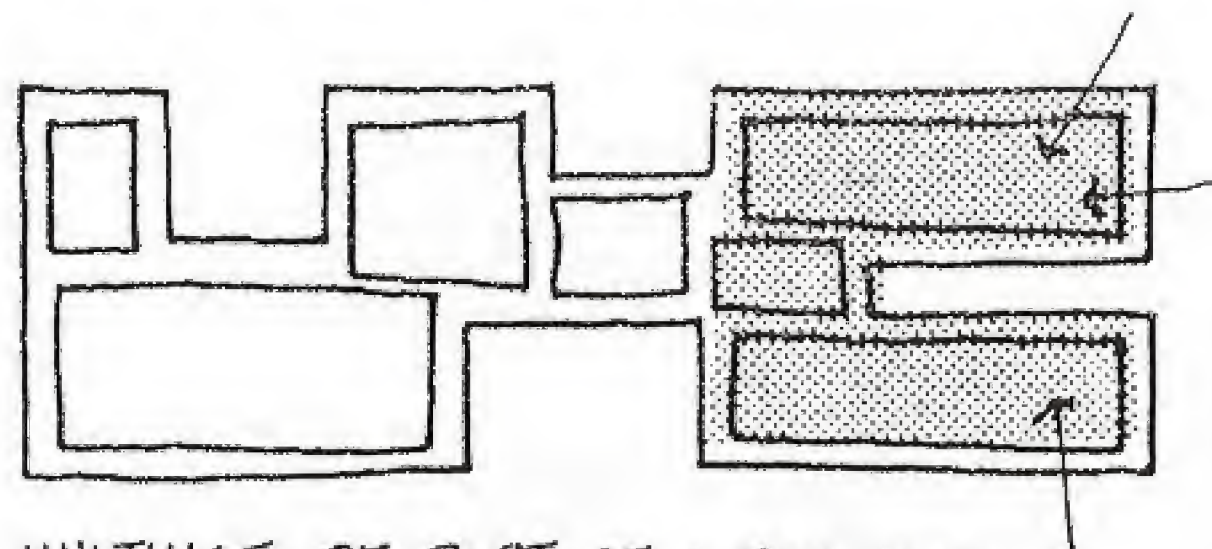
SIMULTANEOUS MULTIUSE



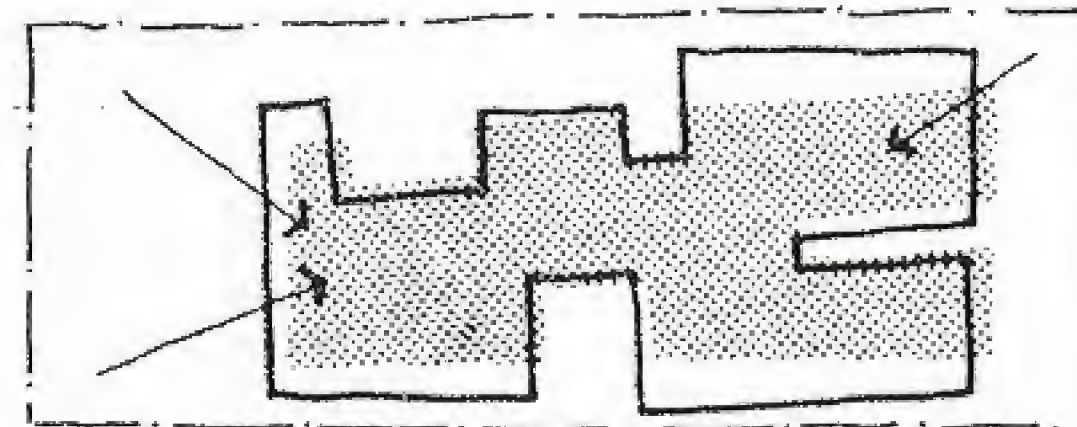
DIFFERENT DAYS OF THE WEEK



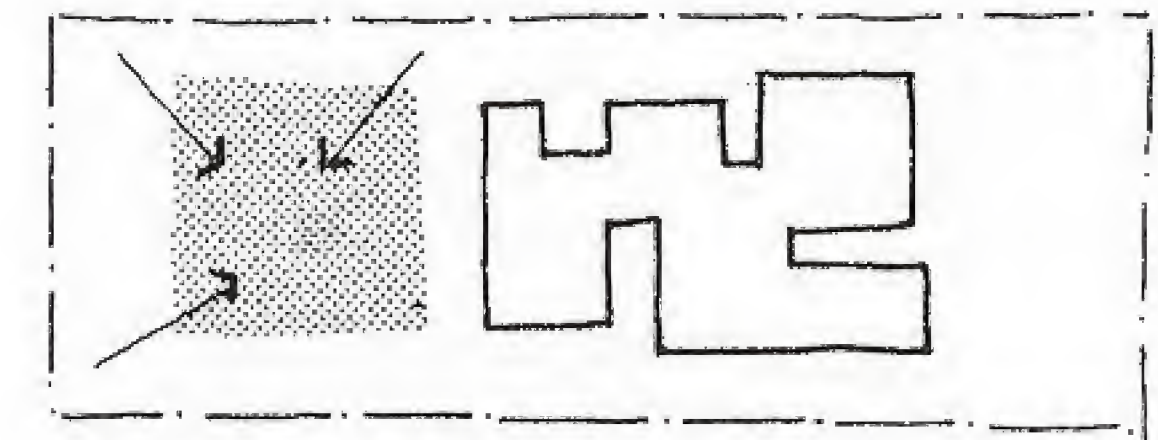
LONG TERM USE TRANSFER



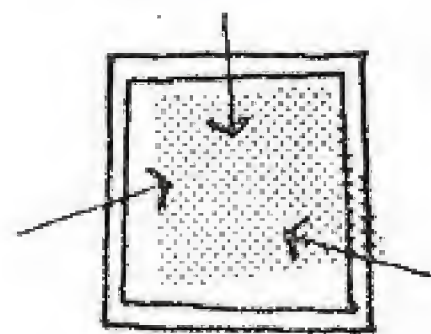
MULTIUSE OF PART OF A BUILDING



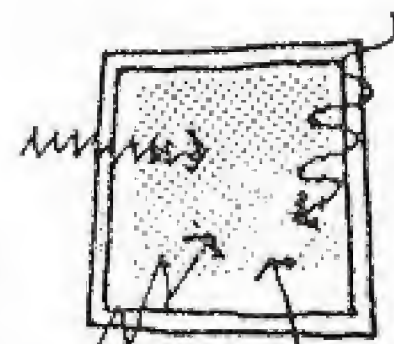
MULTIUSE OF ENTIRE BUILDING



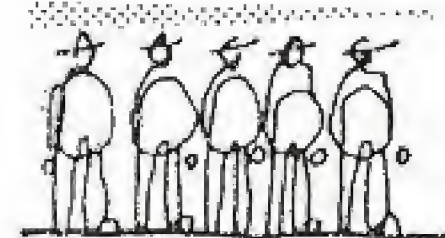
MULTIUSE OF EXTERIOR AREAS



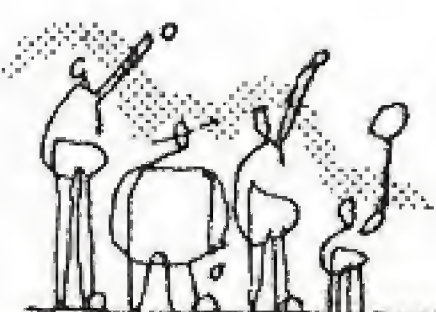
SIMILAR USES



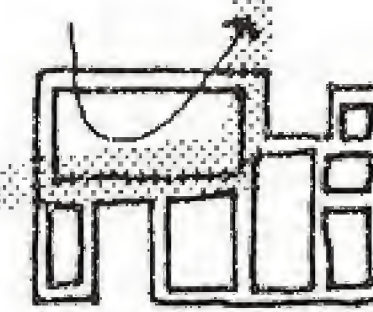
DIFFERENT USES



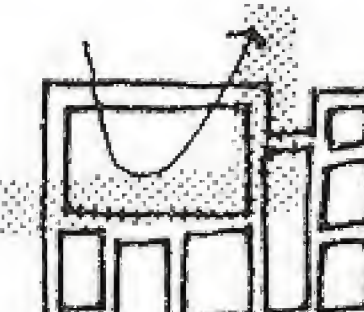
SIMILAR PEOPLE USING



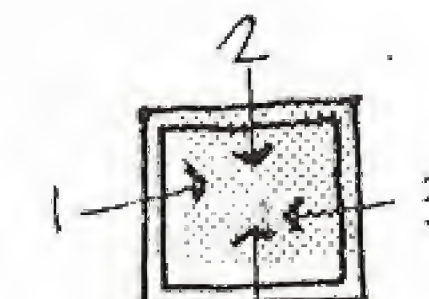
DIFFERENT PEOPLE USING



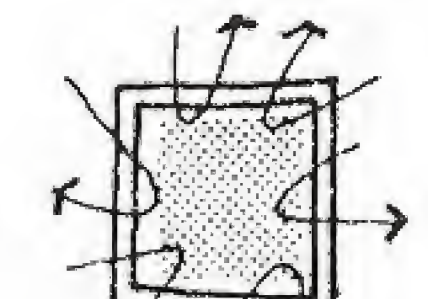
ZONE FOR SECURITY



ZONE FOR HVAC



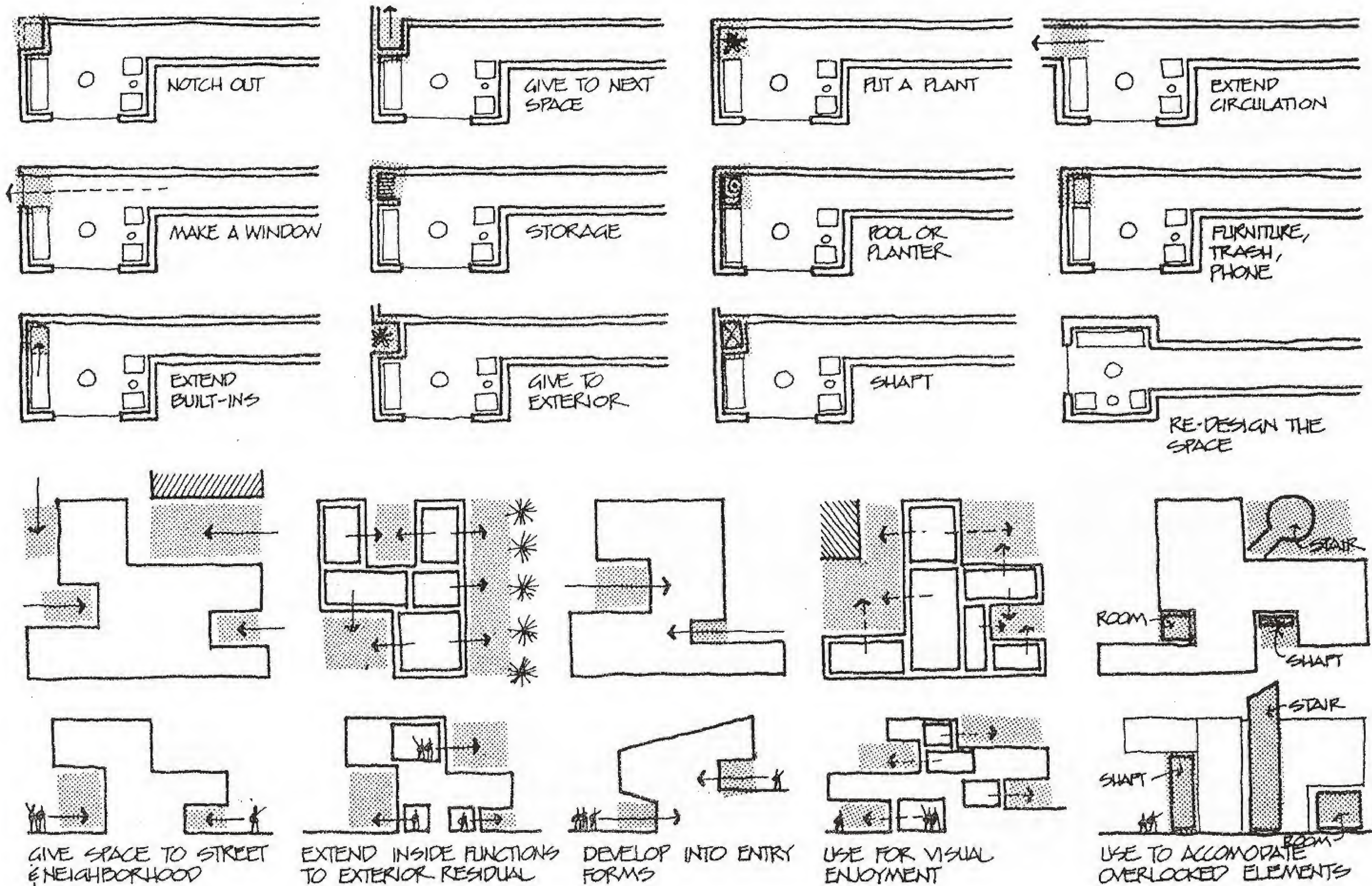
SCHEDULED USES



FREE USE

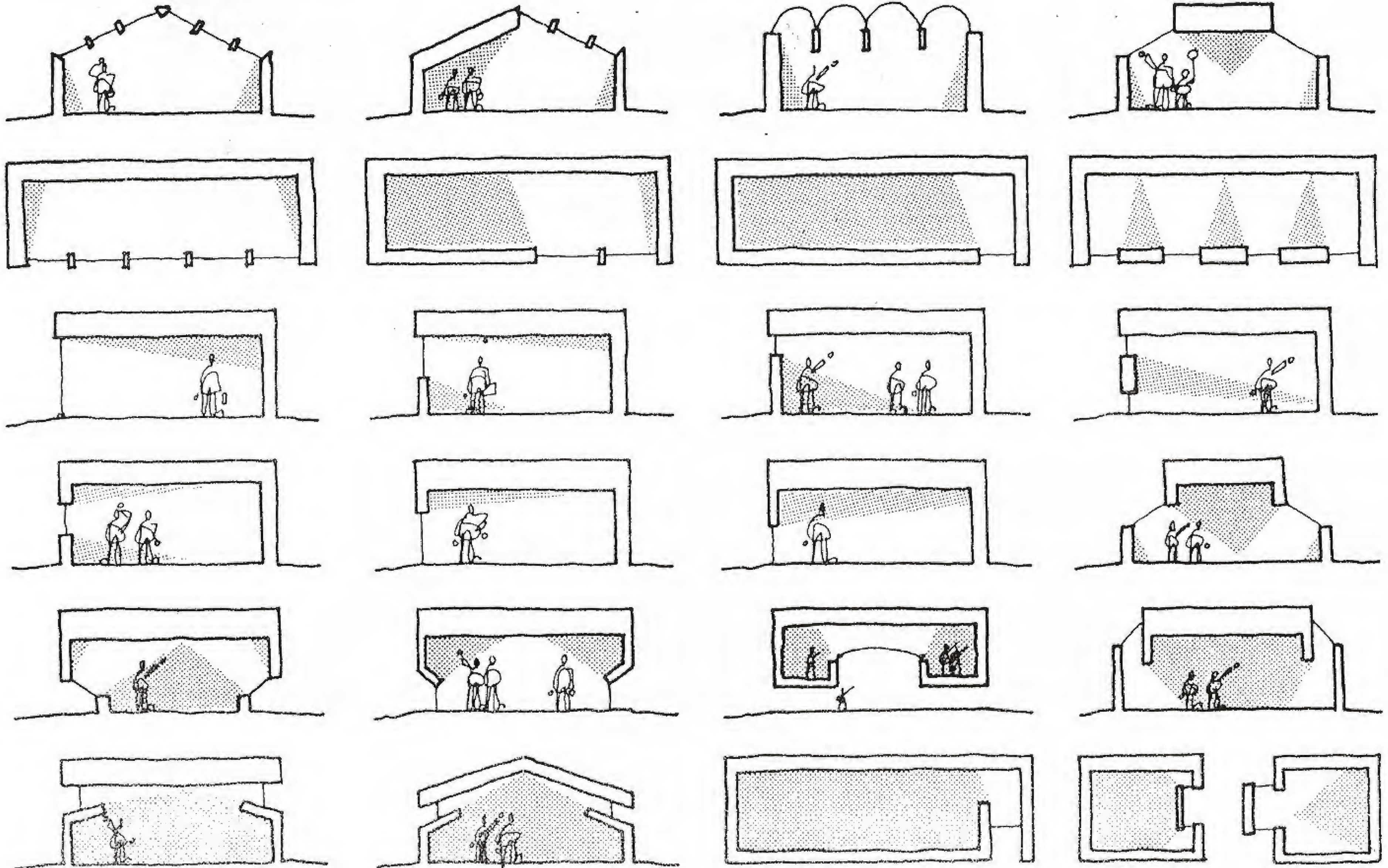


# Dealing with Residual Space



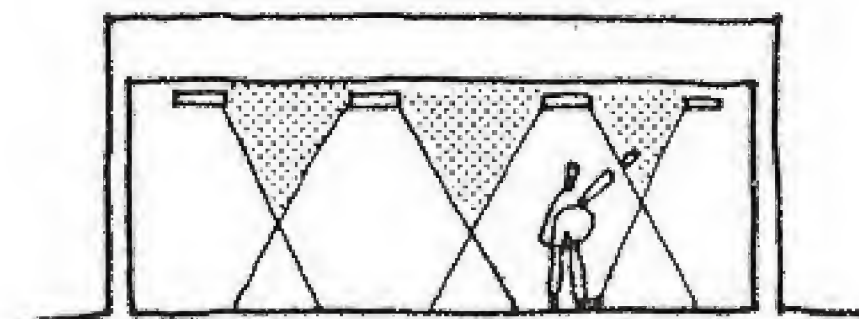


# Natural Lighting

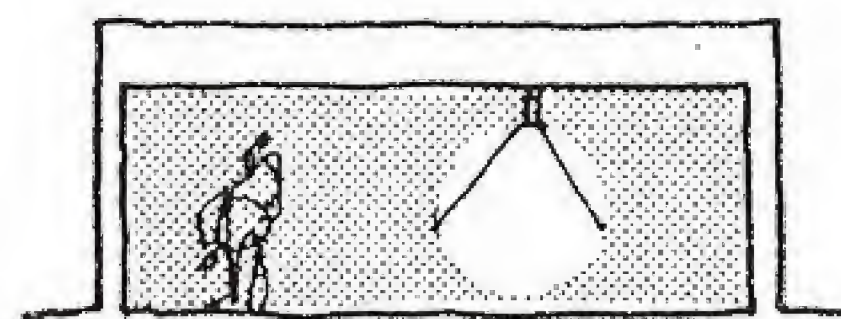




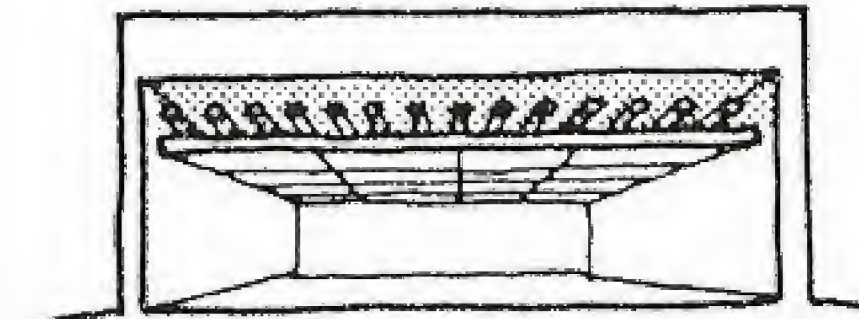
# Artificial Lighting



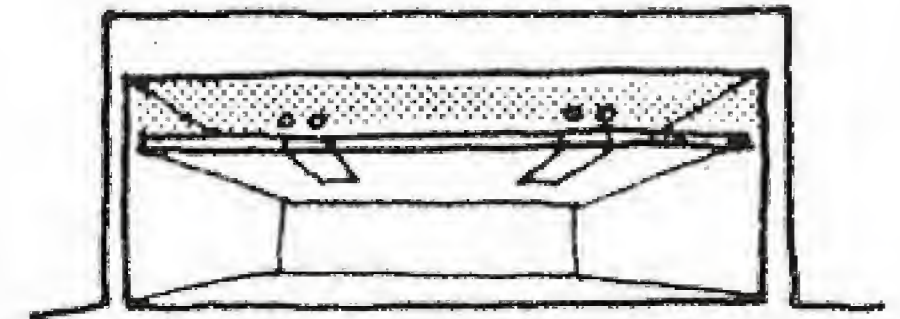
GENERAL LIGHTING



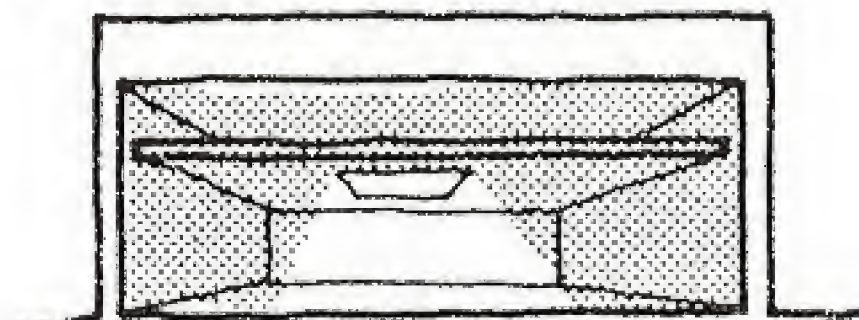
SPOT LIGHT



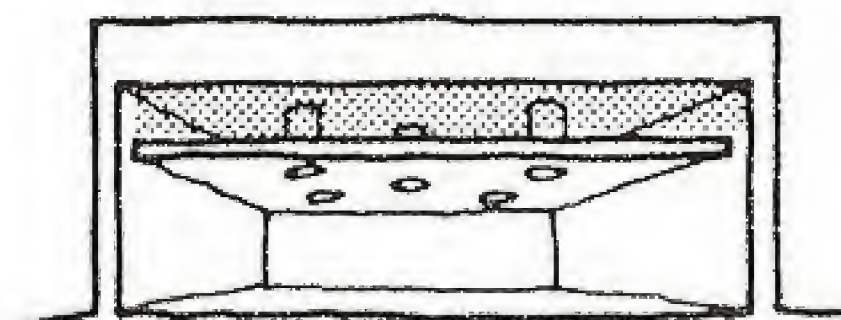
CEILING AS A LIGHT



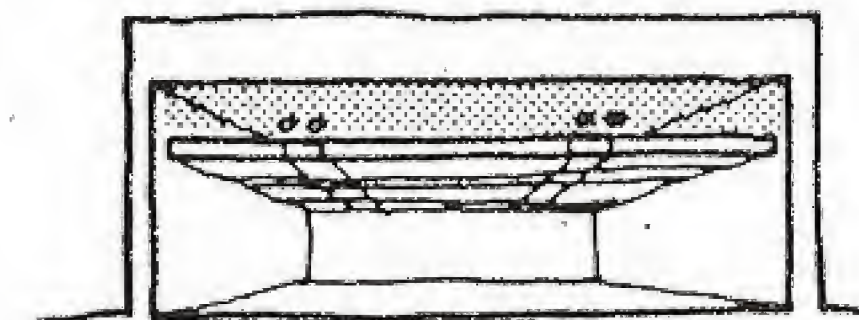
RECESSED



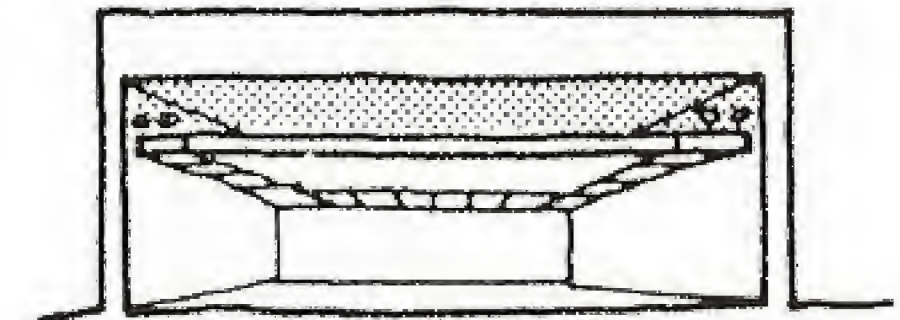
FOCUS



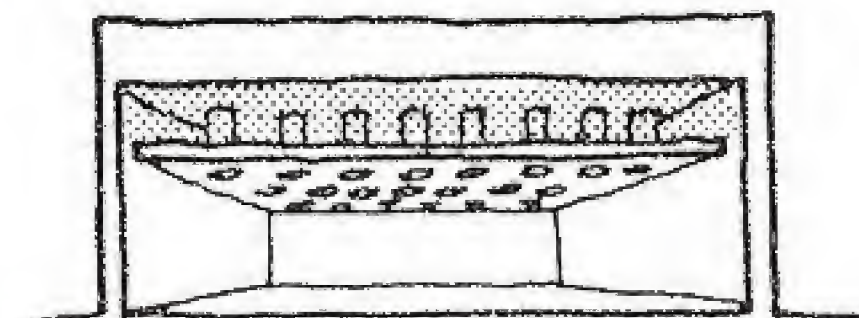
CANS



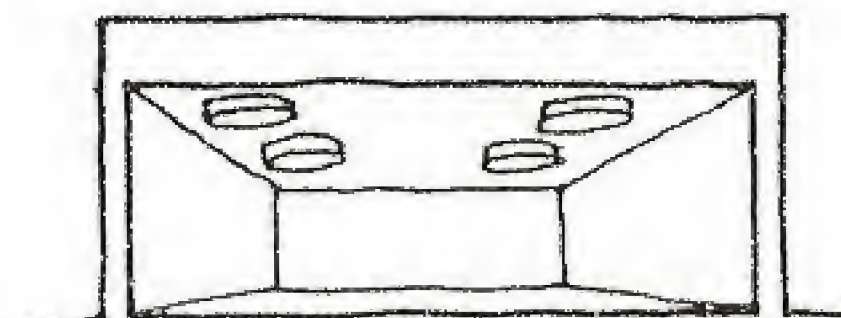
GRIDWORK OF STRIPS



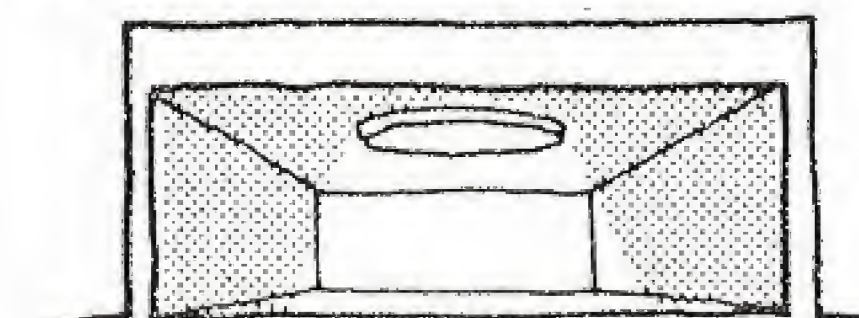
PERIMETER STRIP



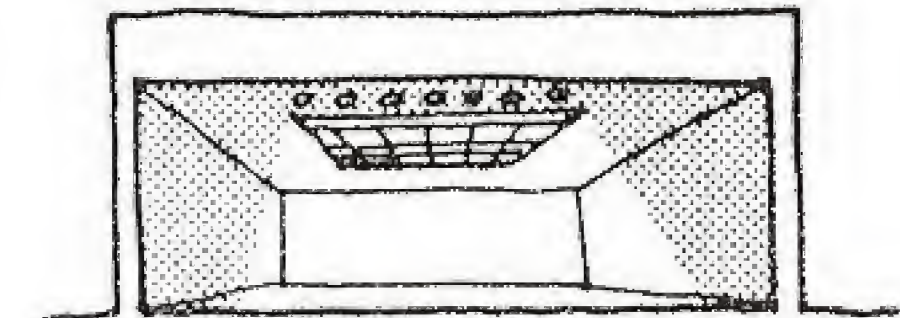
GENERAL CAN LIGHTING



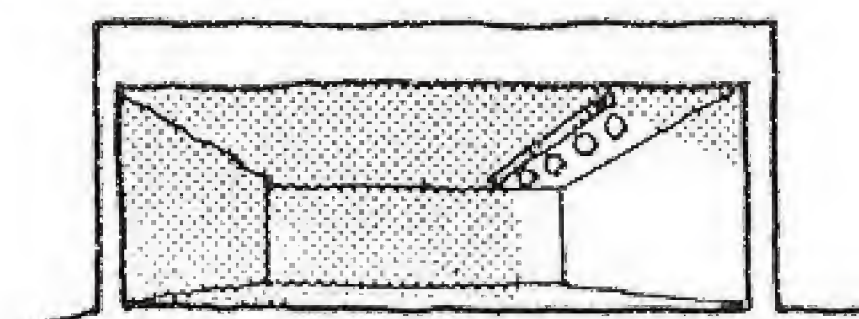
GENERAL SURFACE MOUNTED



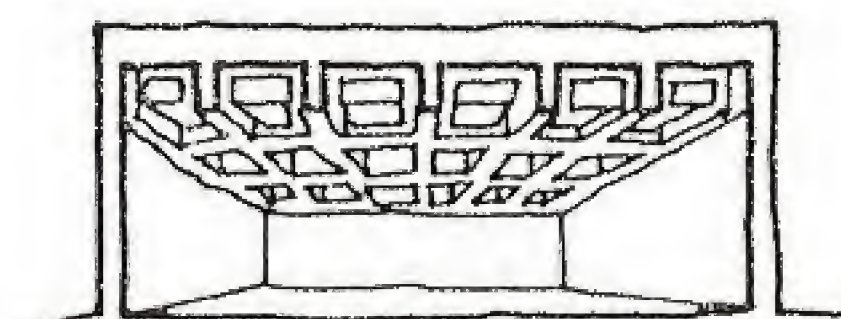
SURFACE MOUNT FOCUS



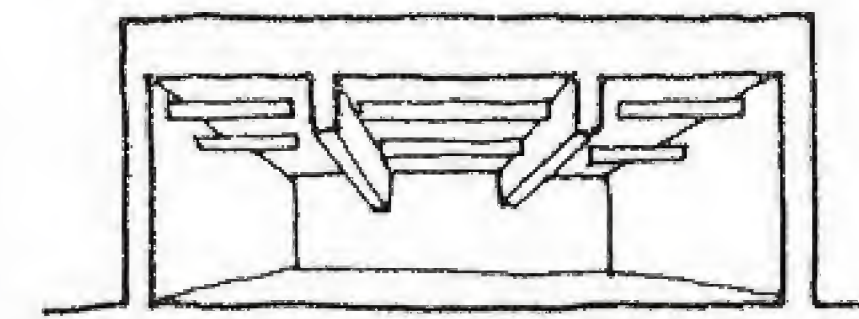
AREA DEFINITION



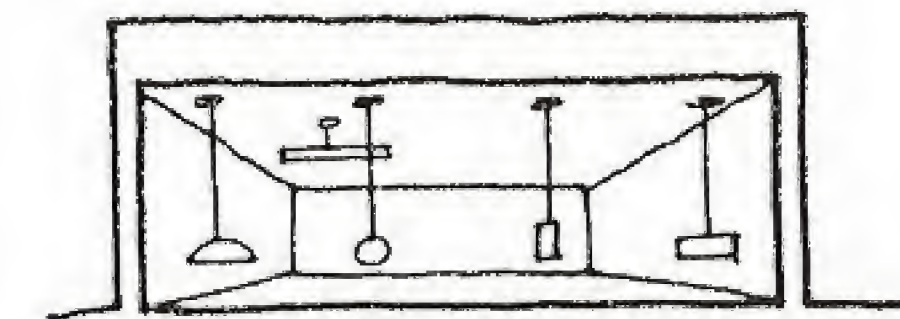
STRIP OF WALL SPOTS



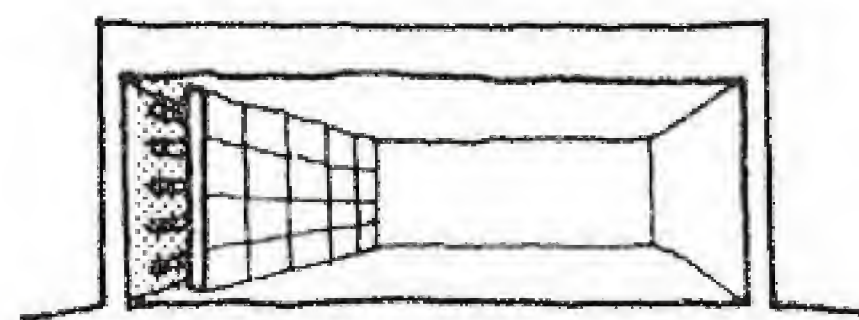
COFFERED



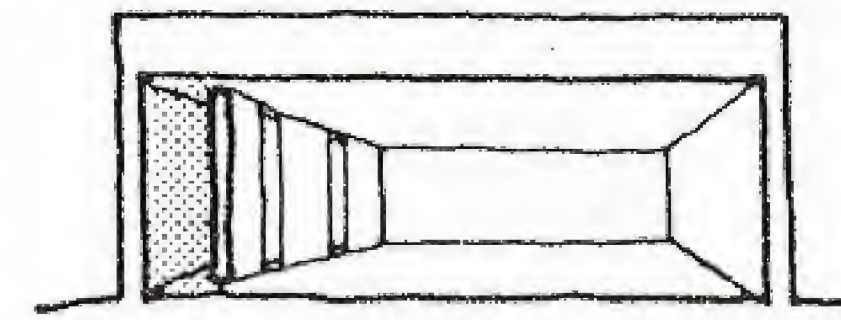
BETWEEN BEAMS



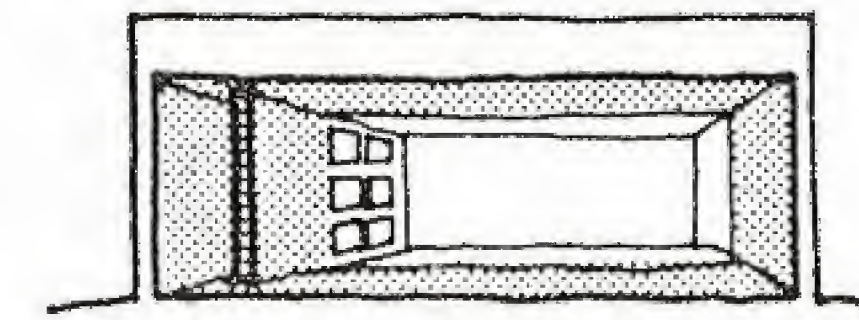
PENDANT



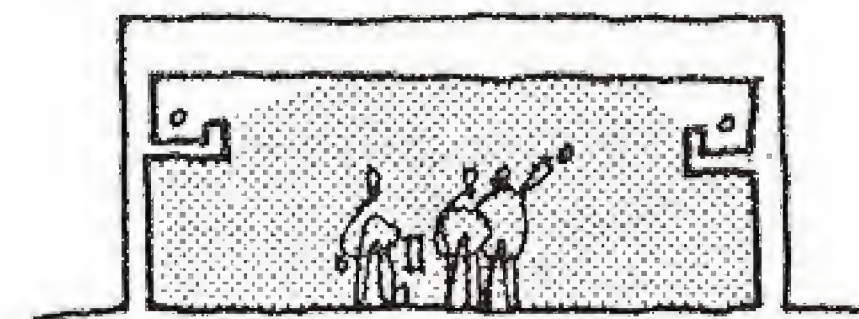
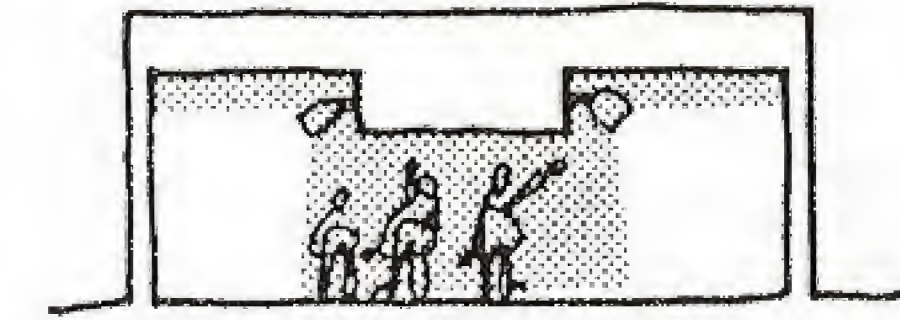
WALL OF LIGHT



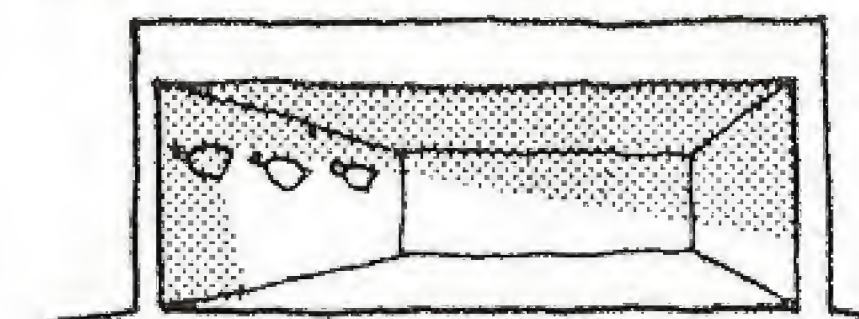
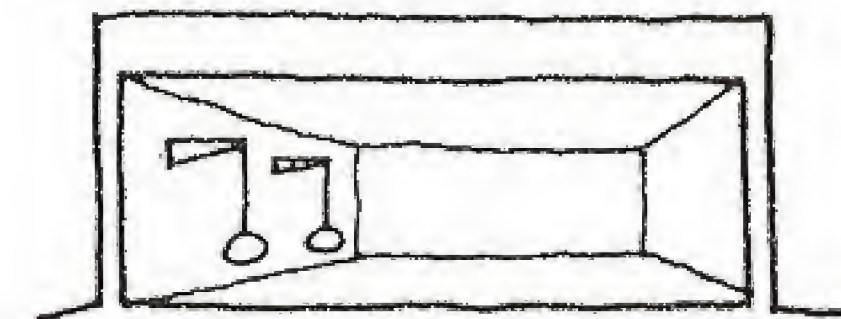
PANELS OF LIGHT



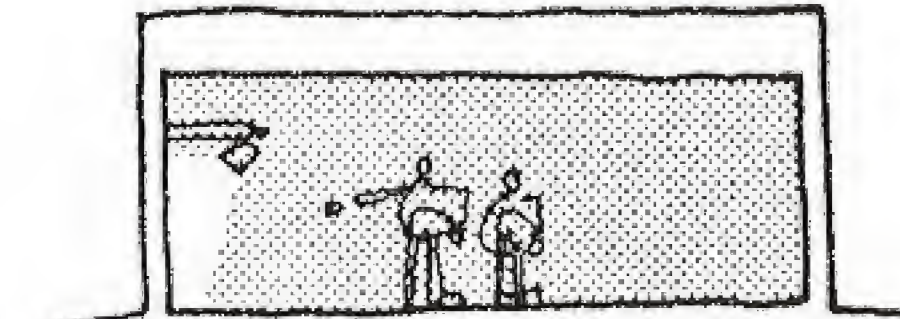
AREA DEFINING PANELS



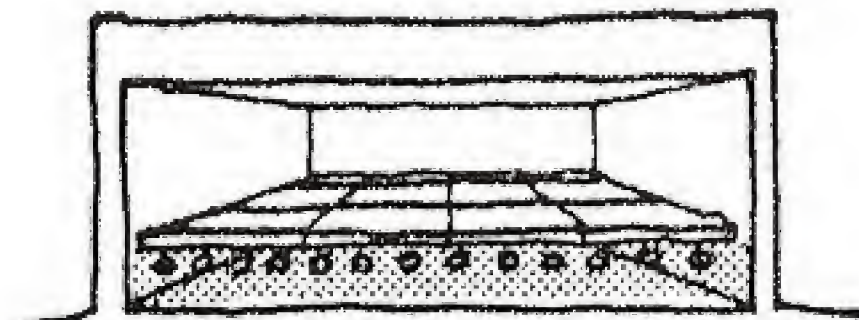
WALL PENDANT



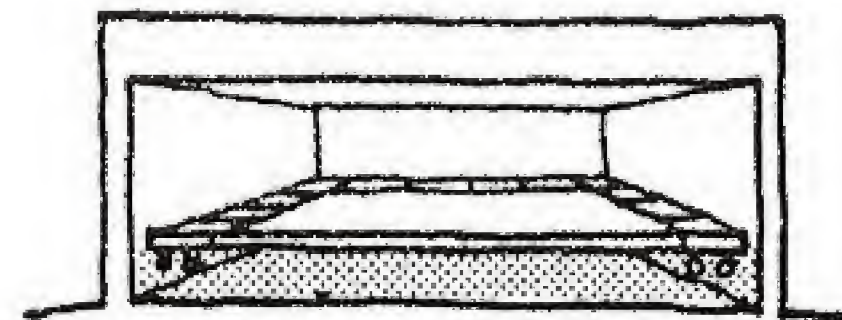
WALL SPOTS



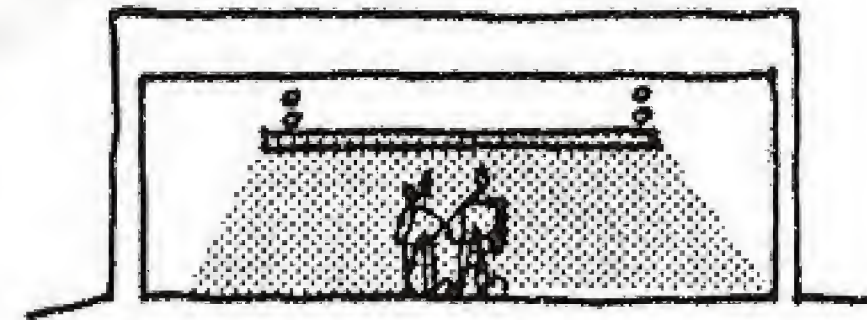




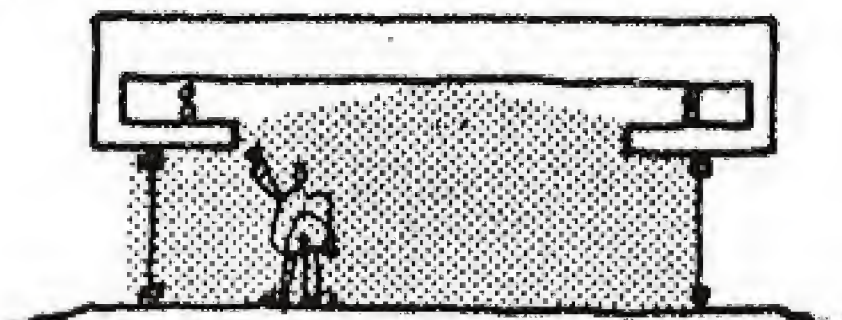
FLOOR AS A LIGHT



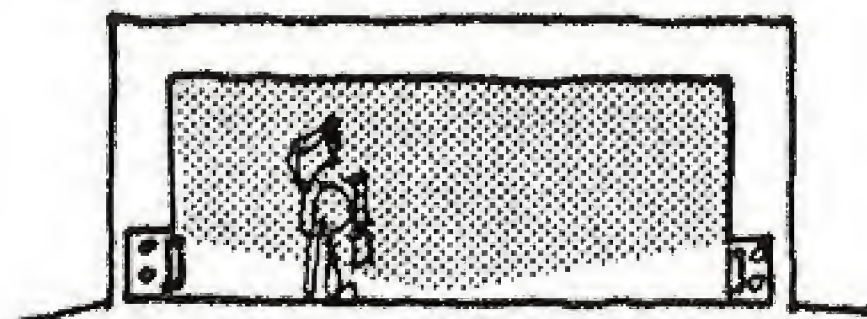
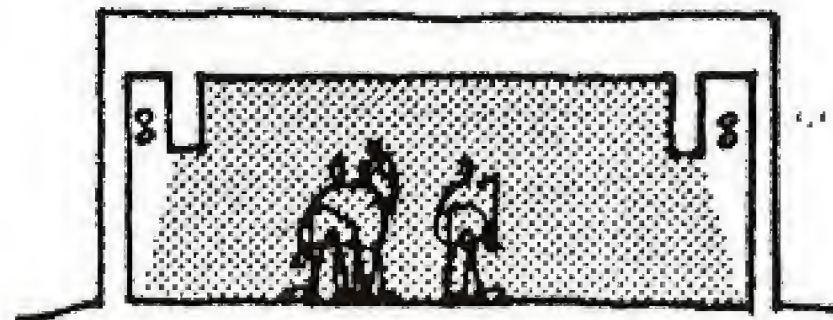
PERIMETER



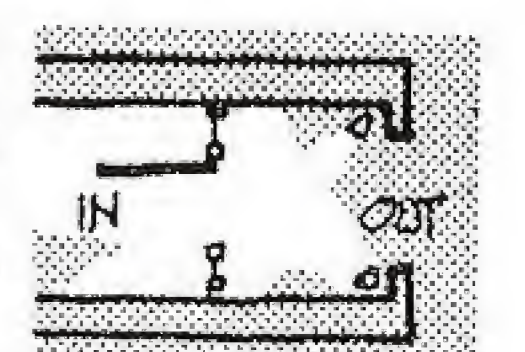
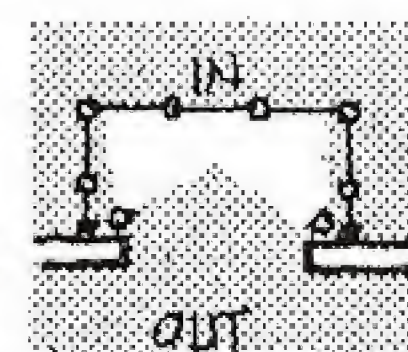
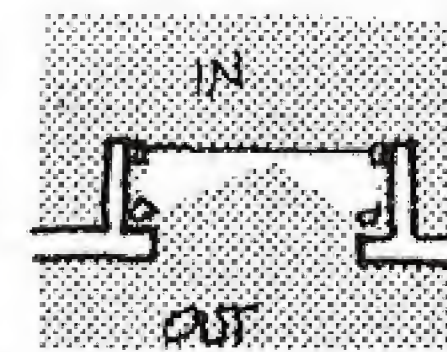
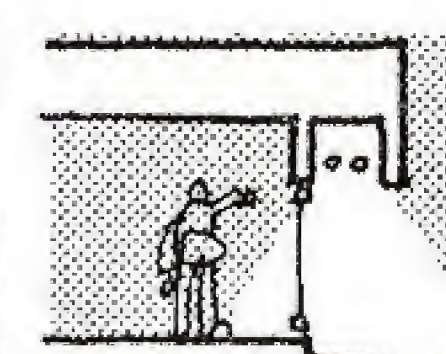
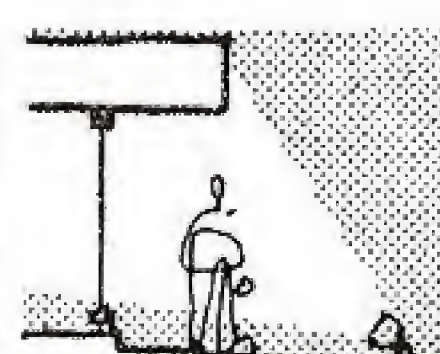
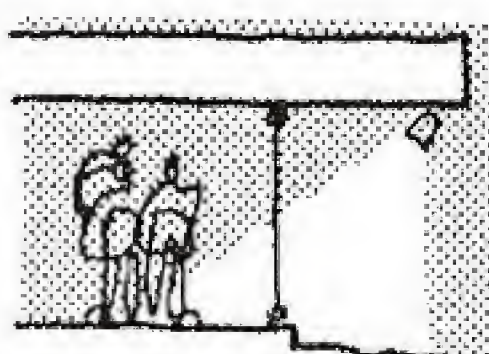
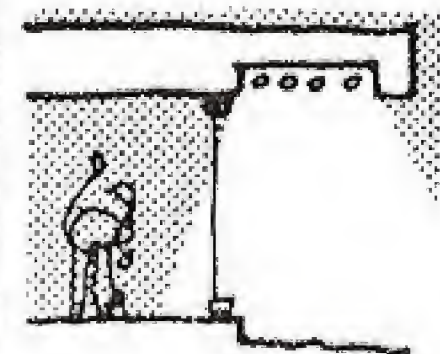
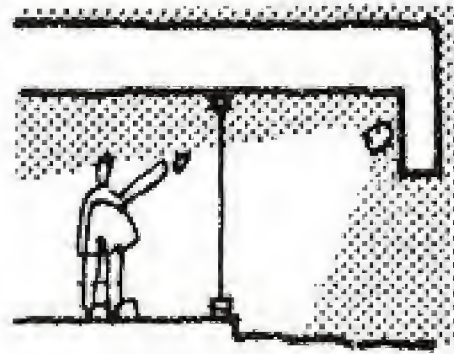
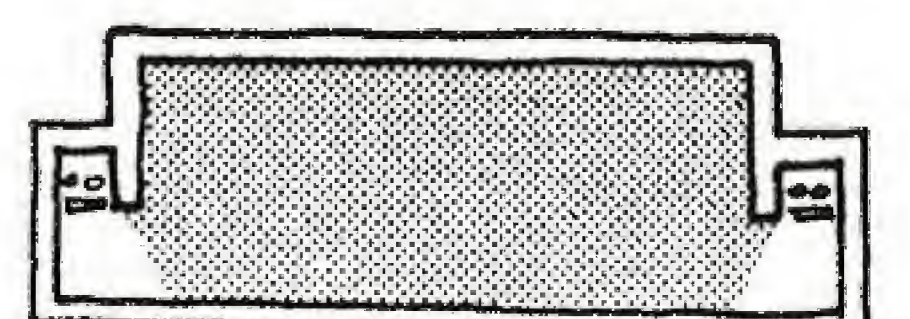
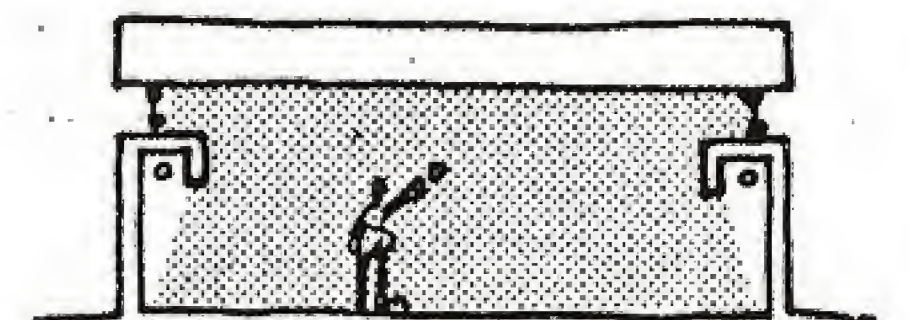
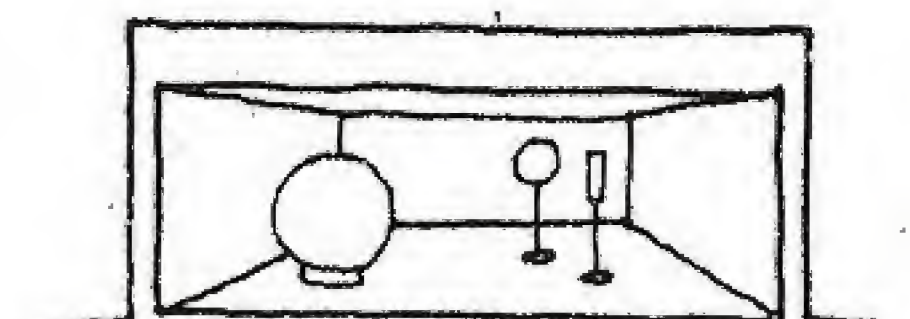
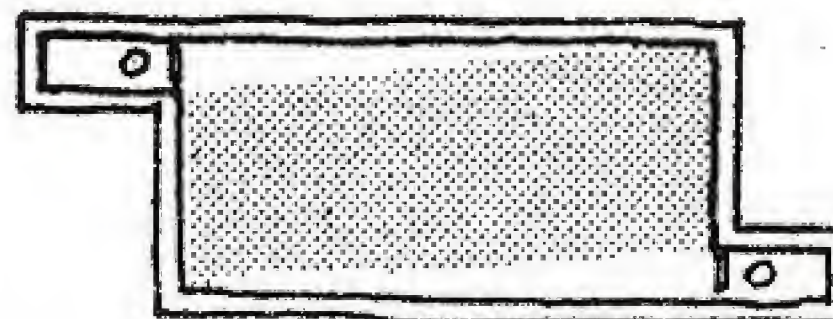
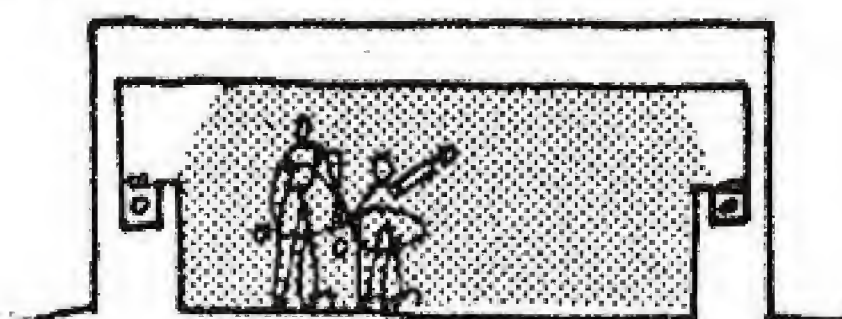
WALL WASH



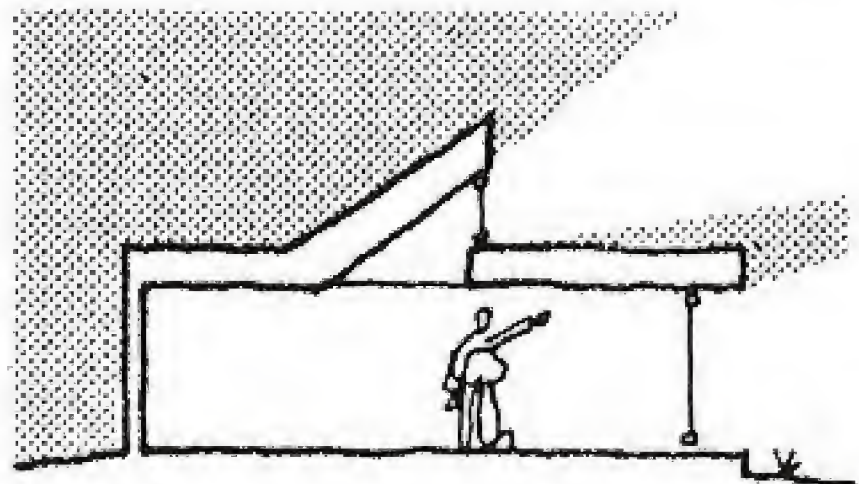
CEILING WASH



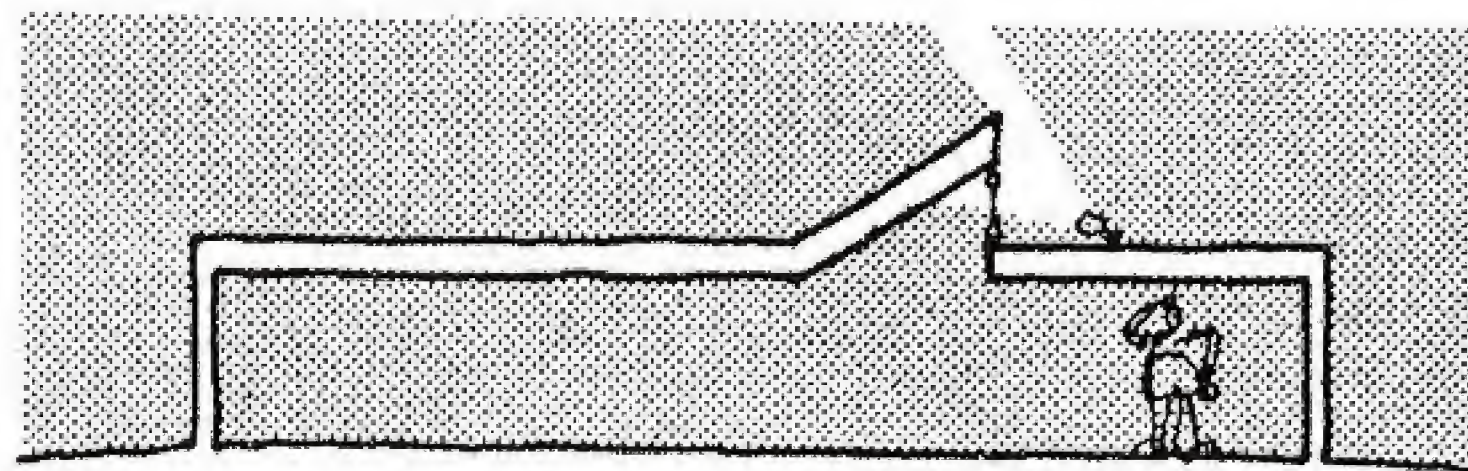
FLOOR WASH



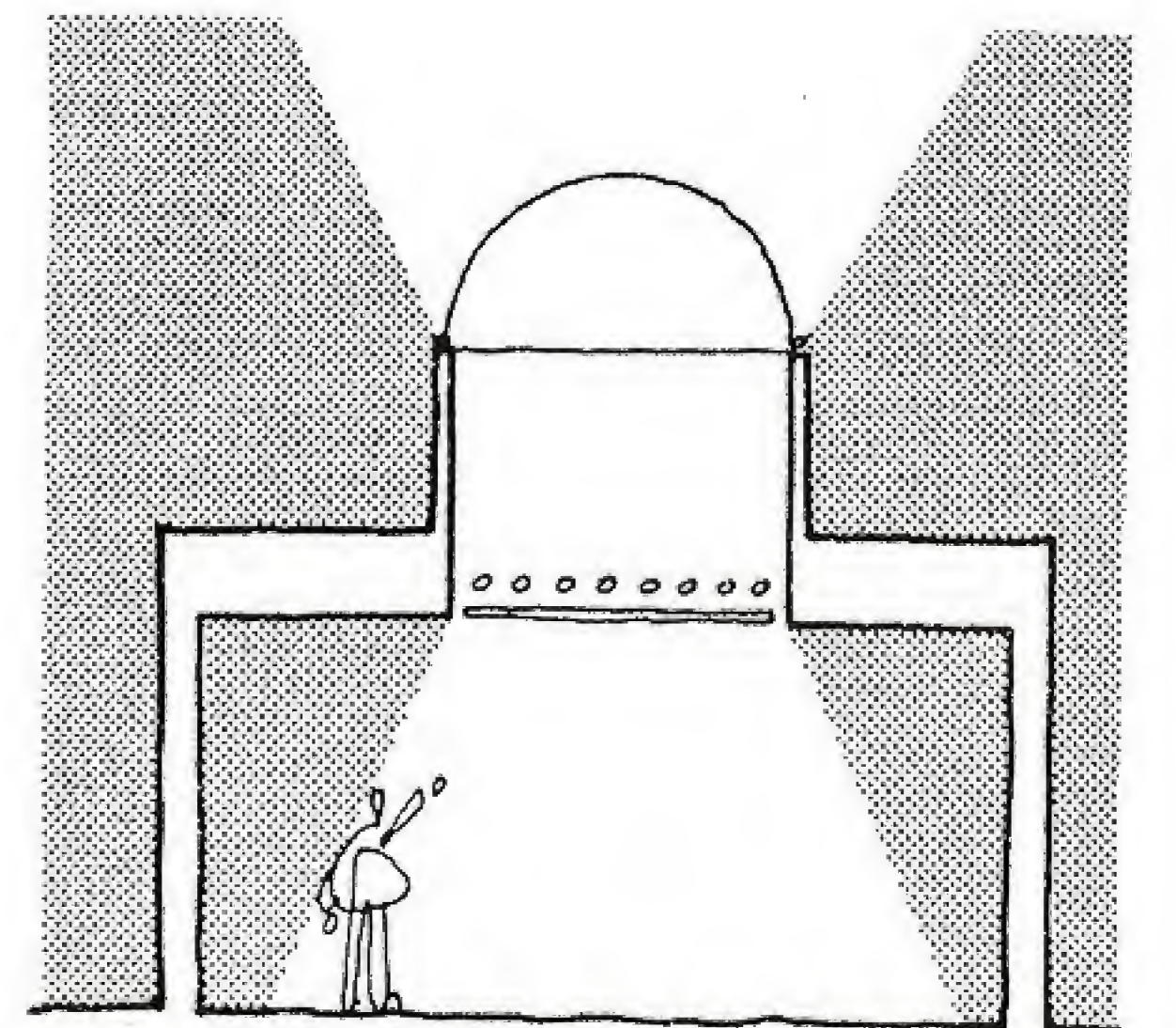
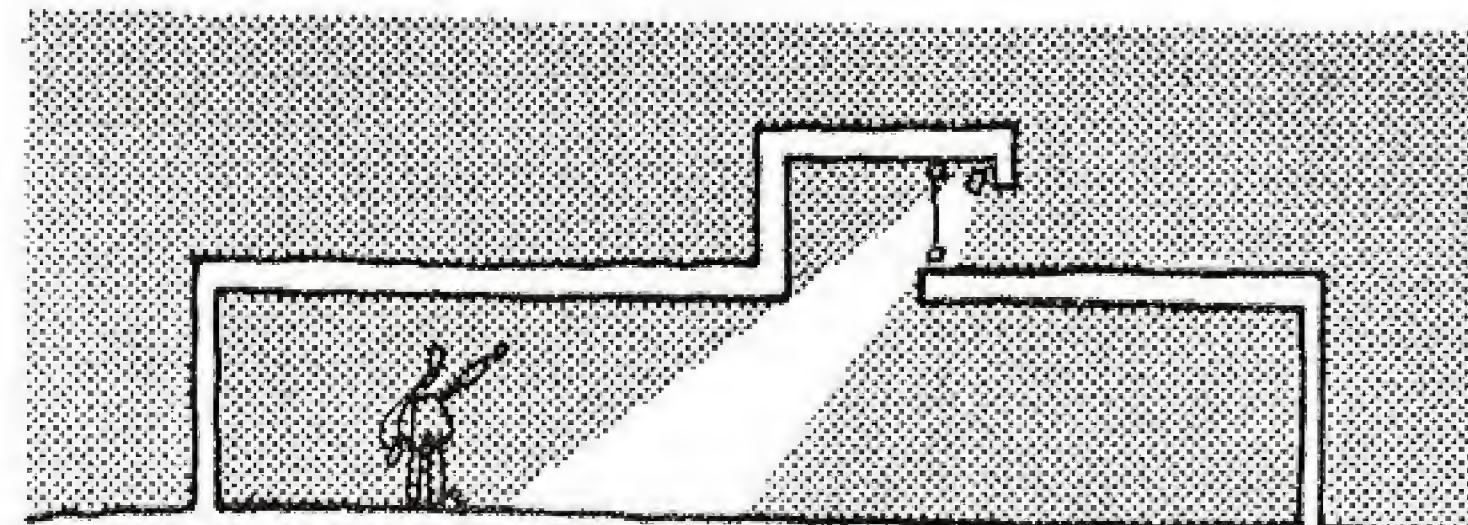
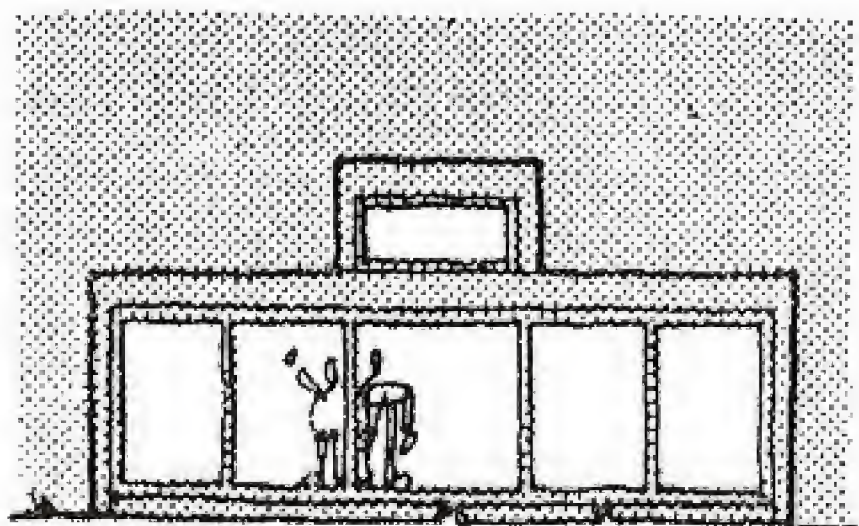
NIGHT LIGHTING FACADE, ALCOVES & ENTRY



NIGHT LIGHT FROM INSIDE



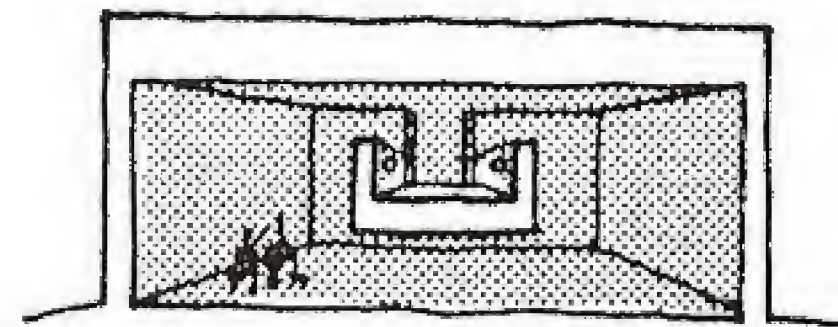
NIGHT LIGHTING SKYLIGHTS



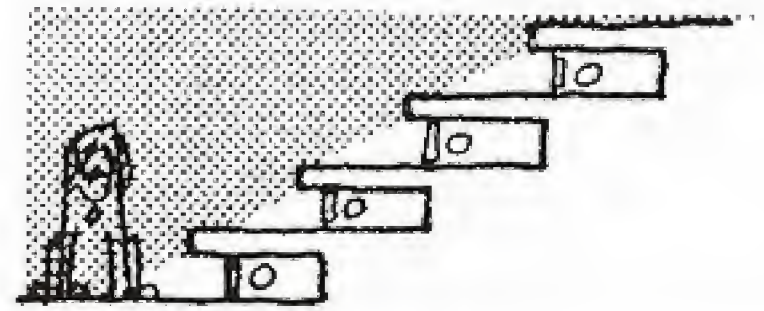
NIGHT LIGHTING WITHIN SKYLIGHT



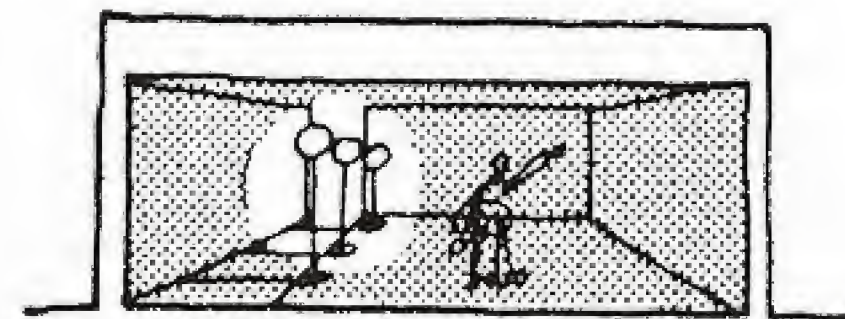
# Roles of Lighting



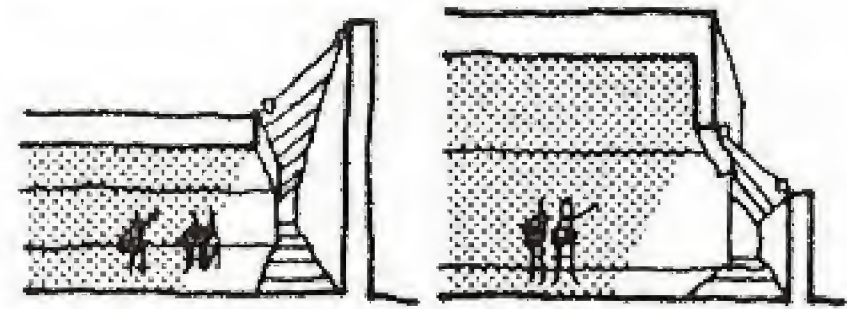
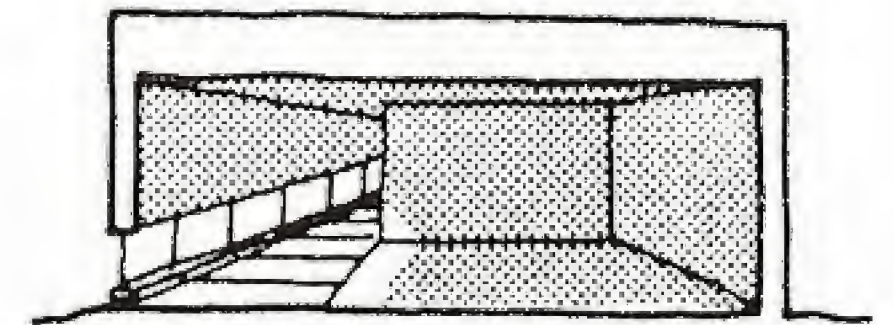
CIRCULATION - RAIL LIGHTS



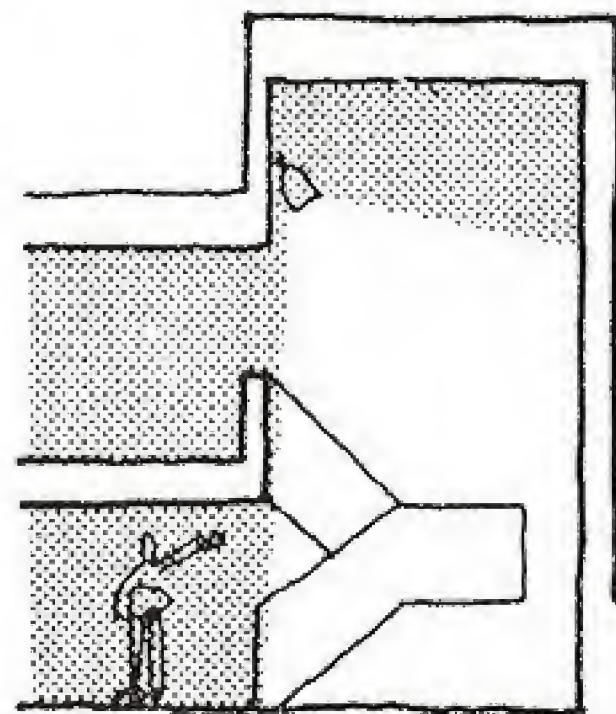
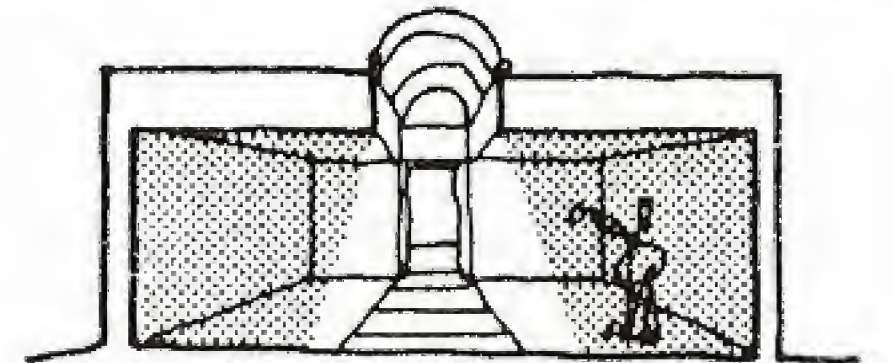
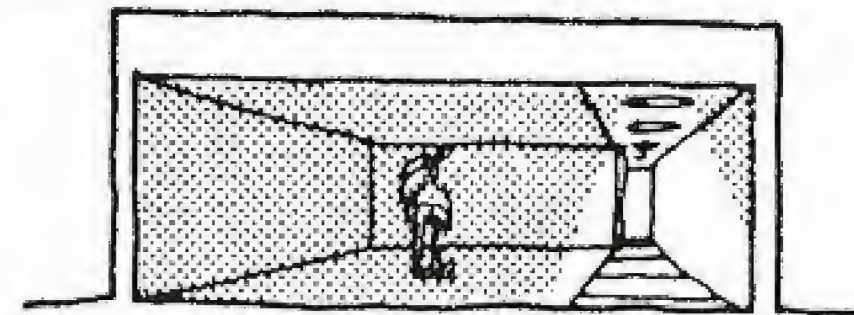
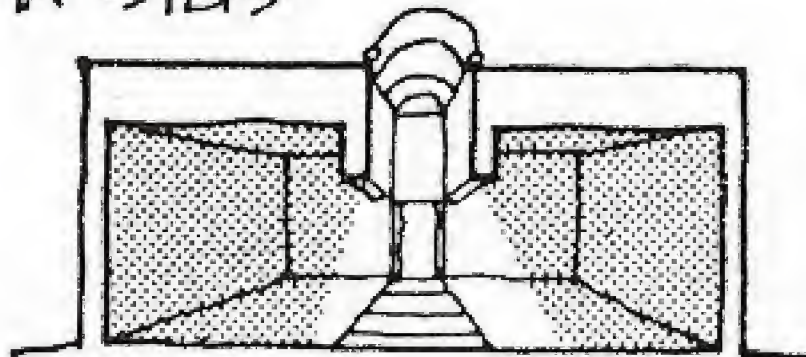
IN STEPS



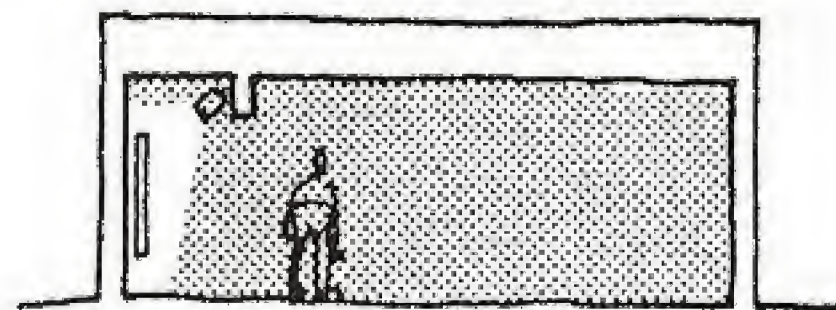
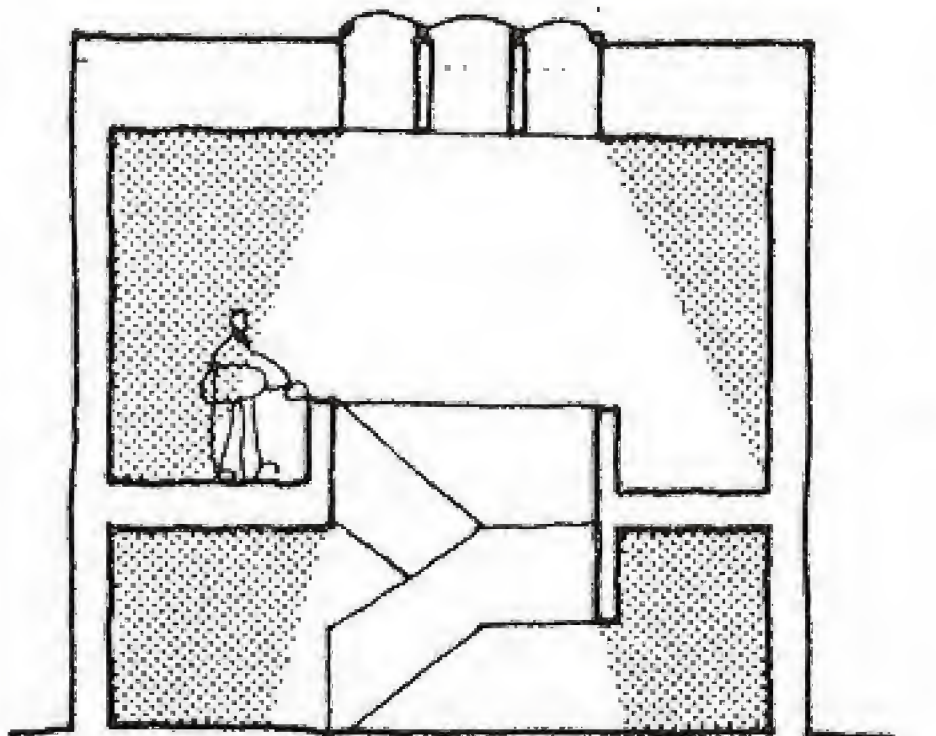
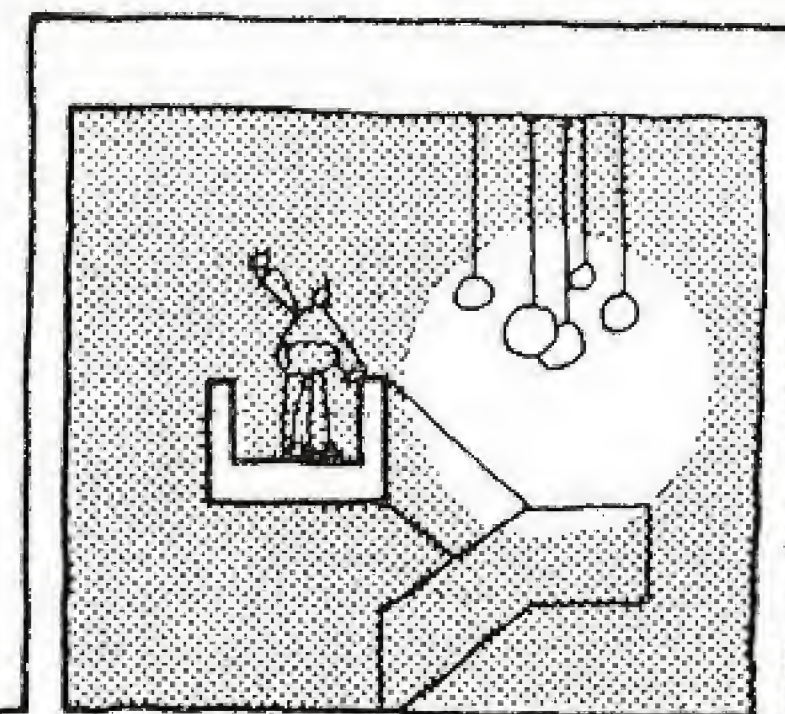
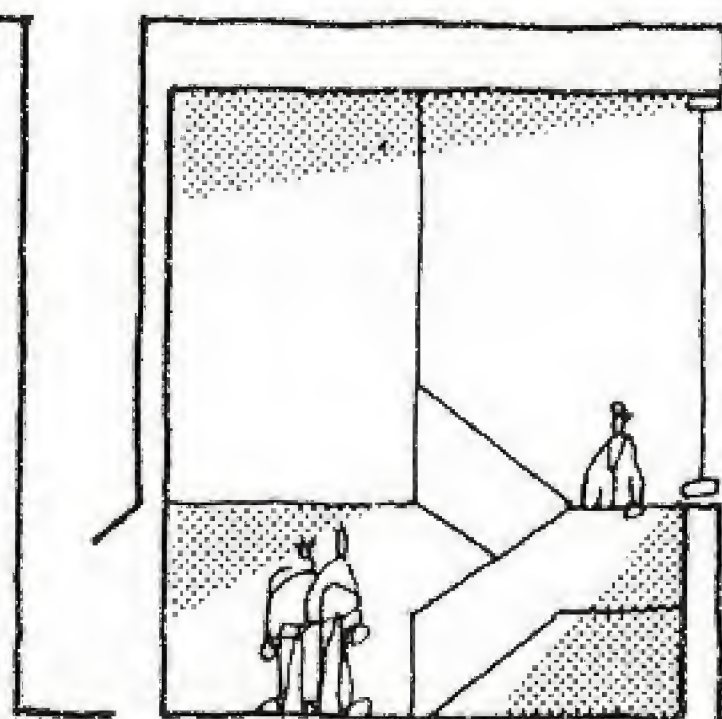
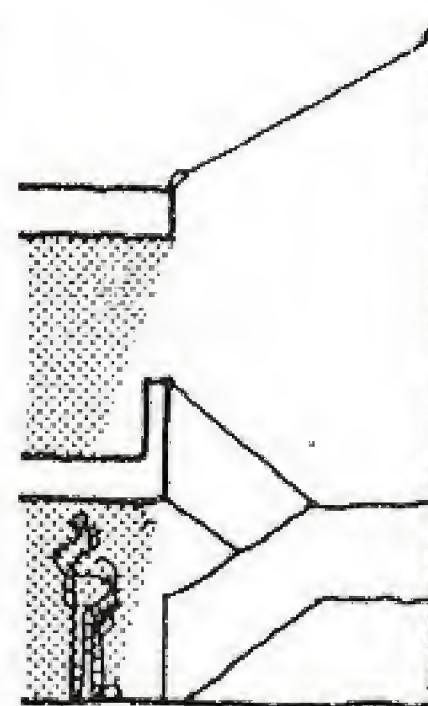
ALONG PATH



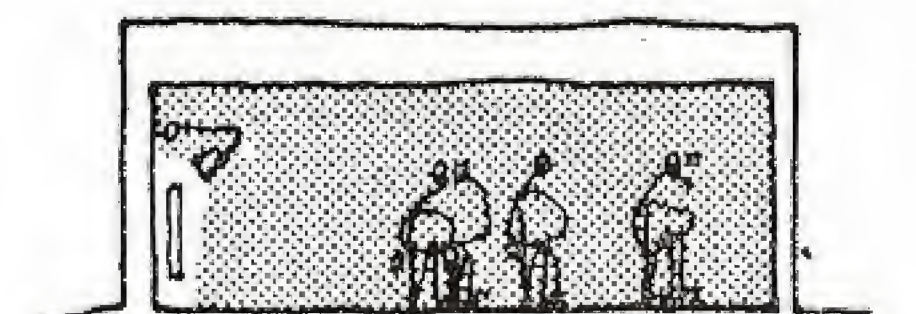
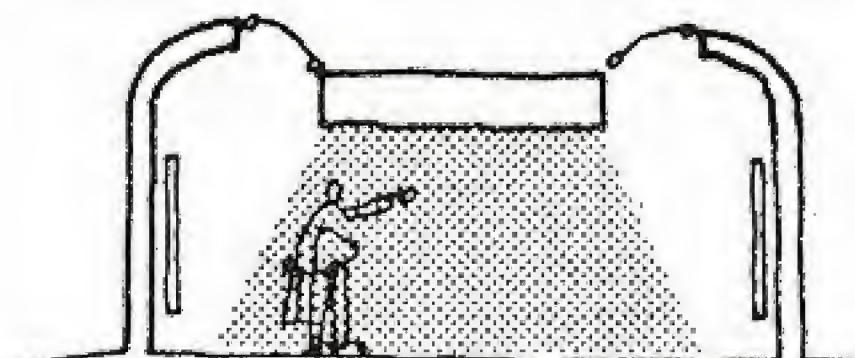
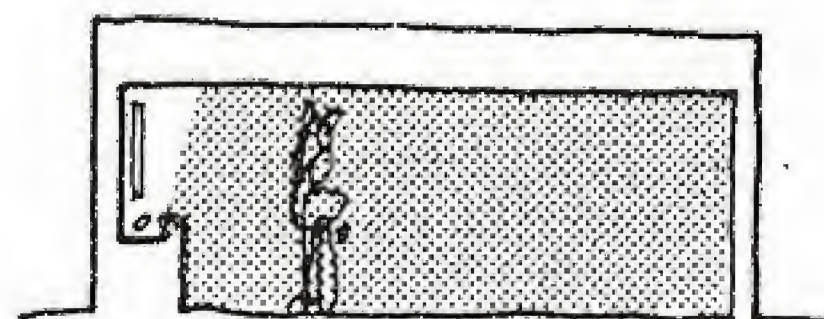
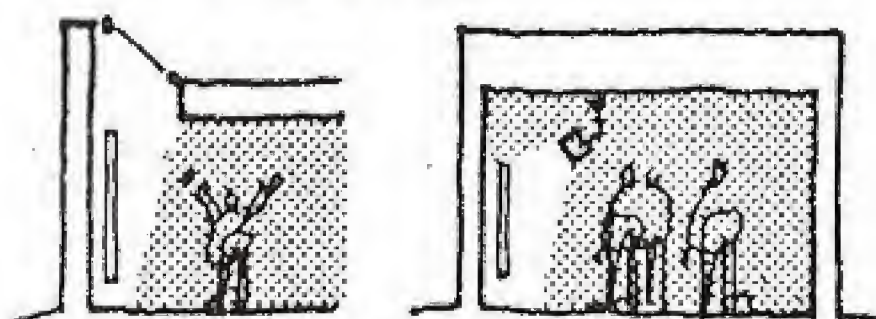
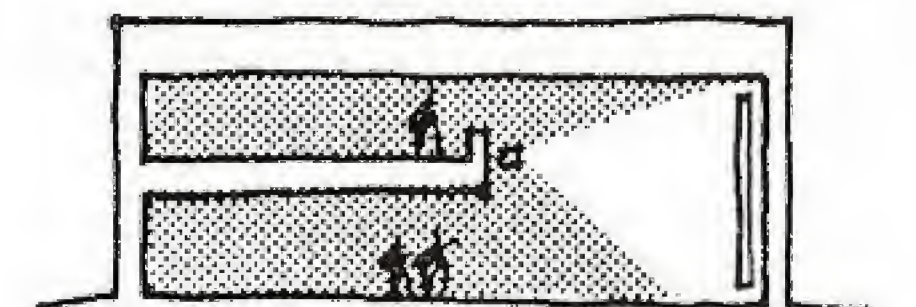
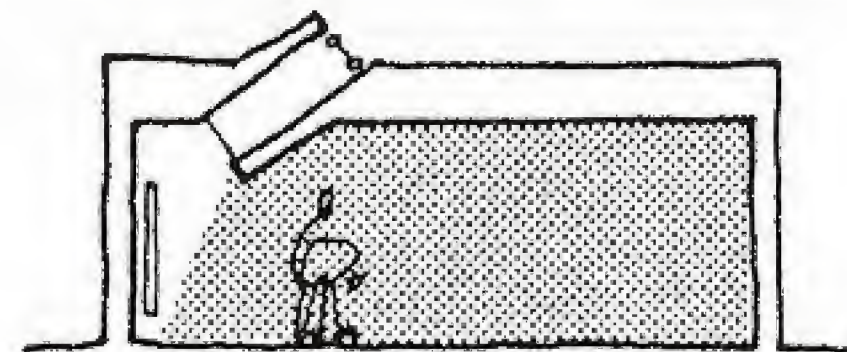
LIGHTING OVER PATHS



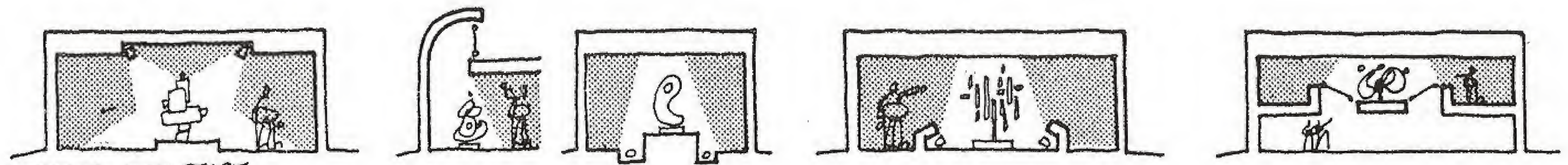
LIGHTING STAIRS



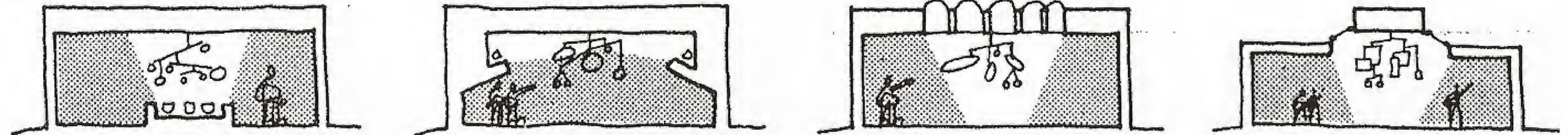
LIGHTING ART



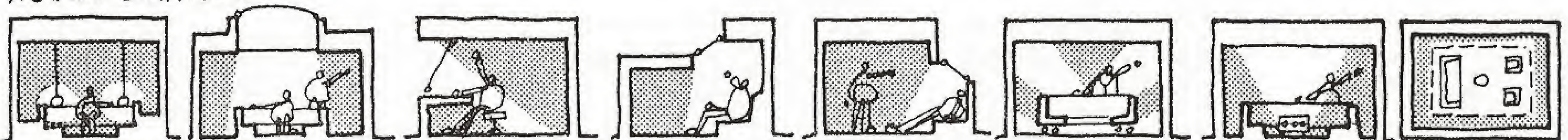




LIGHTING SCULPTURE

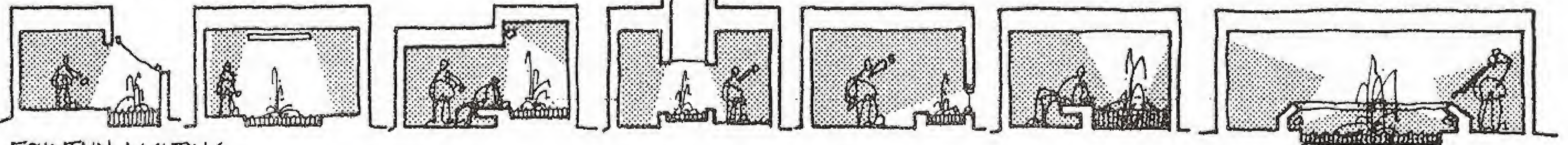


MOBILE LIGHTING

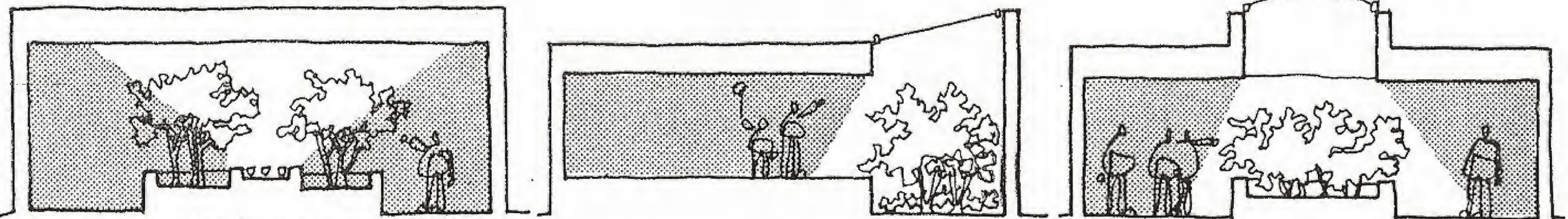


LIGHTING FURNITURE

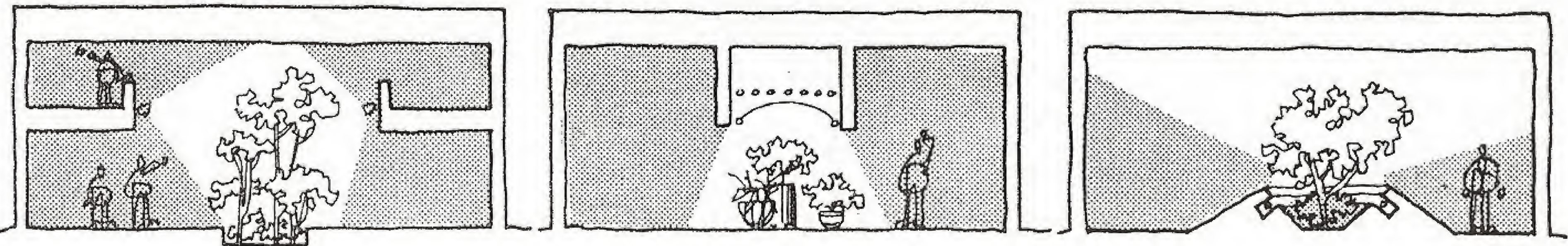
LIGHT TABLE



FOUNTAIN LIGHTING



LIGHTING PLANTS & TREES





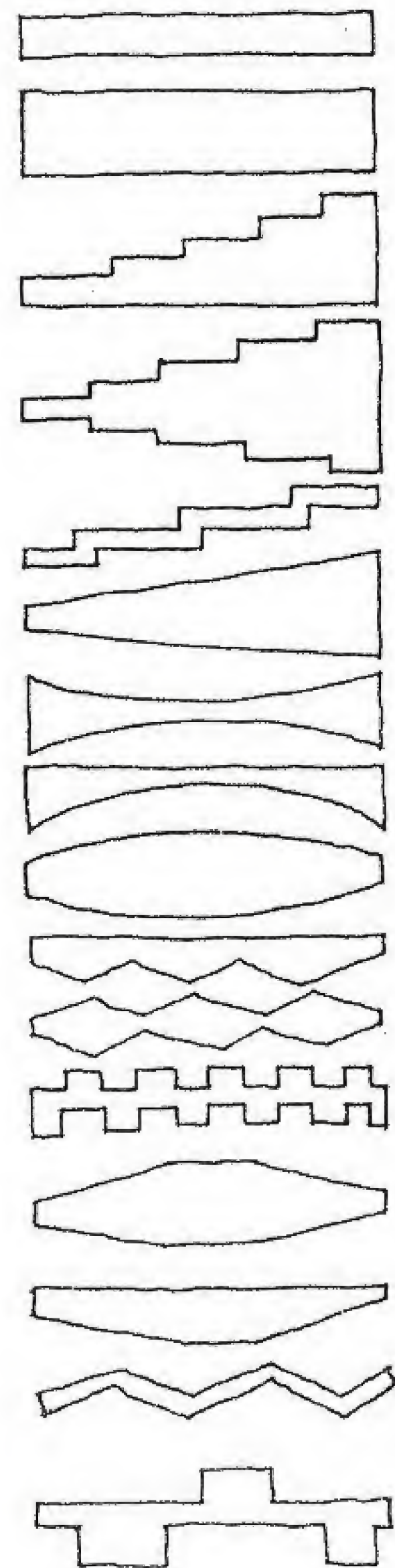
85

Circulation and Building Form

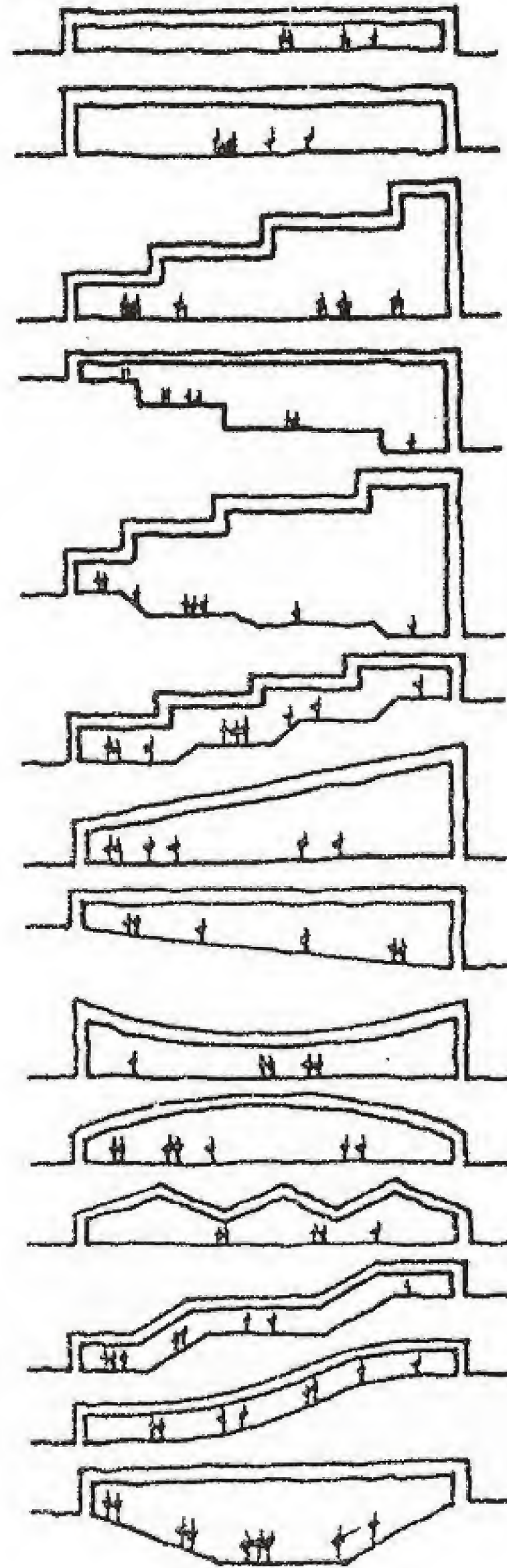


# Line Generated Circulation

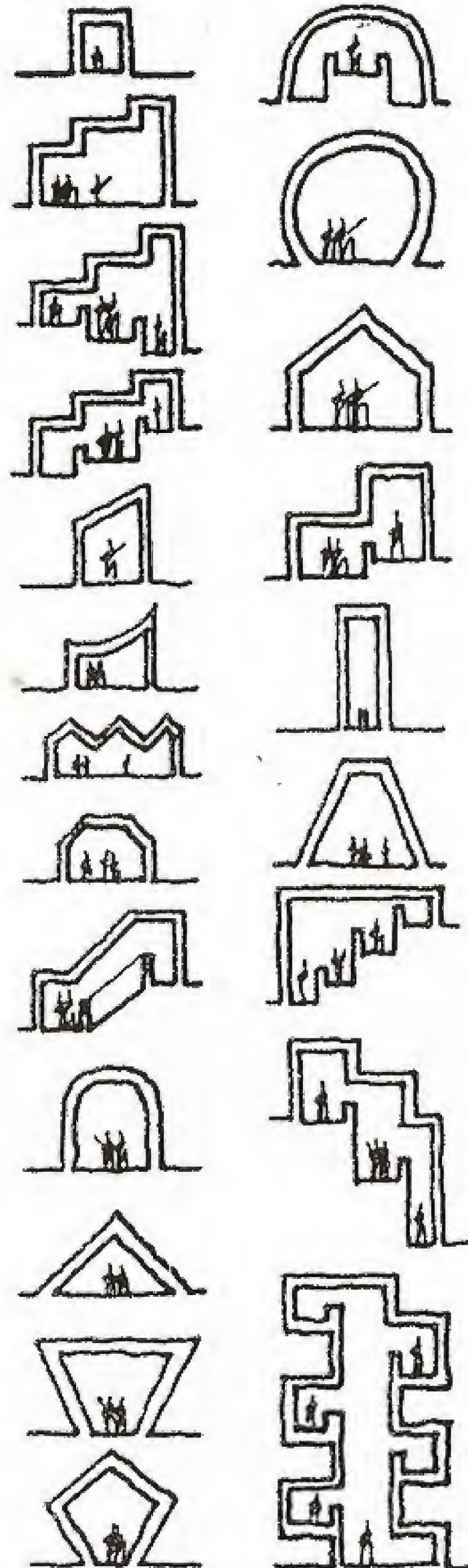
SHAPES IN PLAN



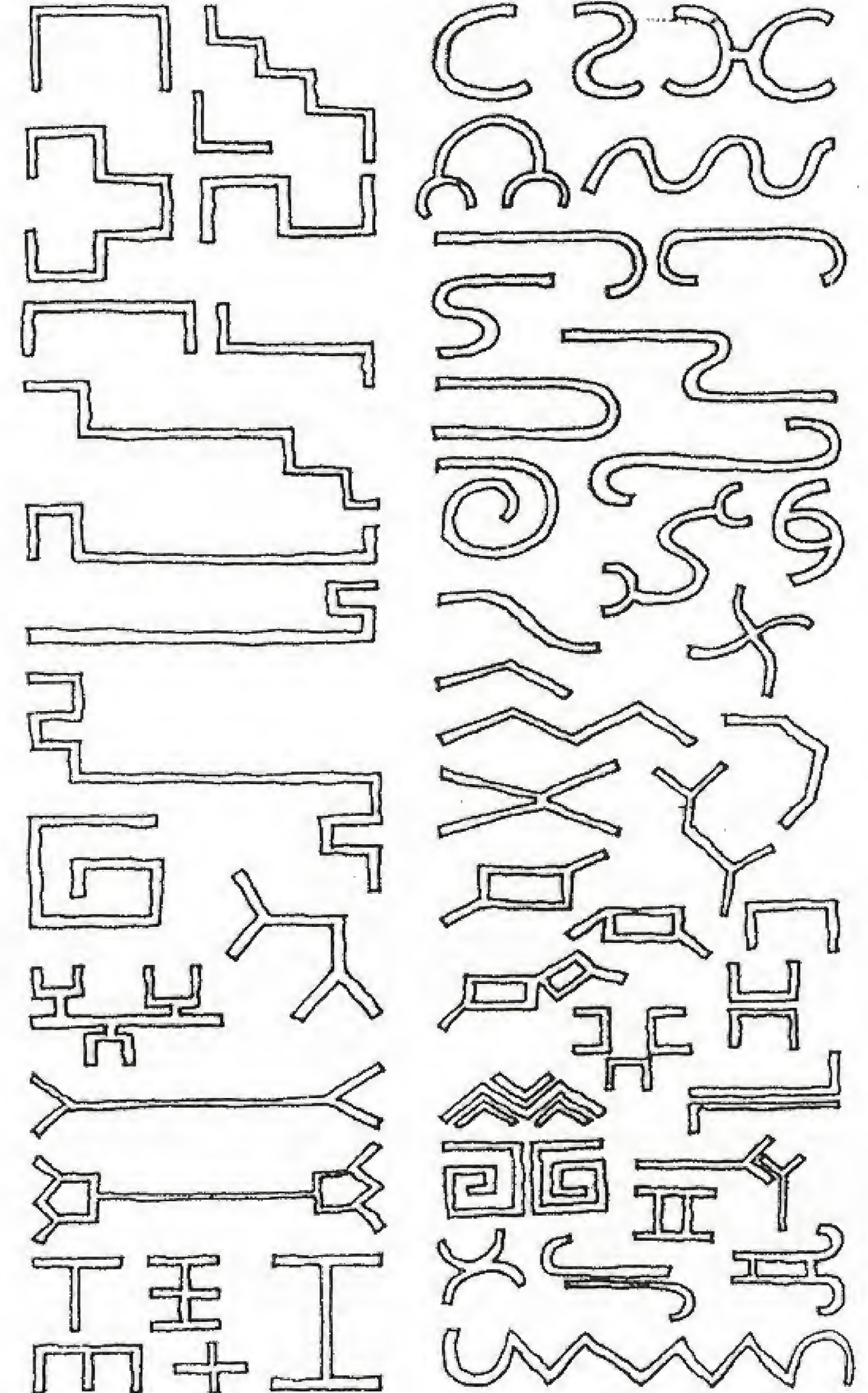
LONGITUDINAL SECTIONS



CROSS SECTIONS

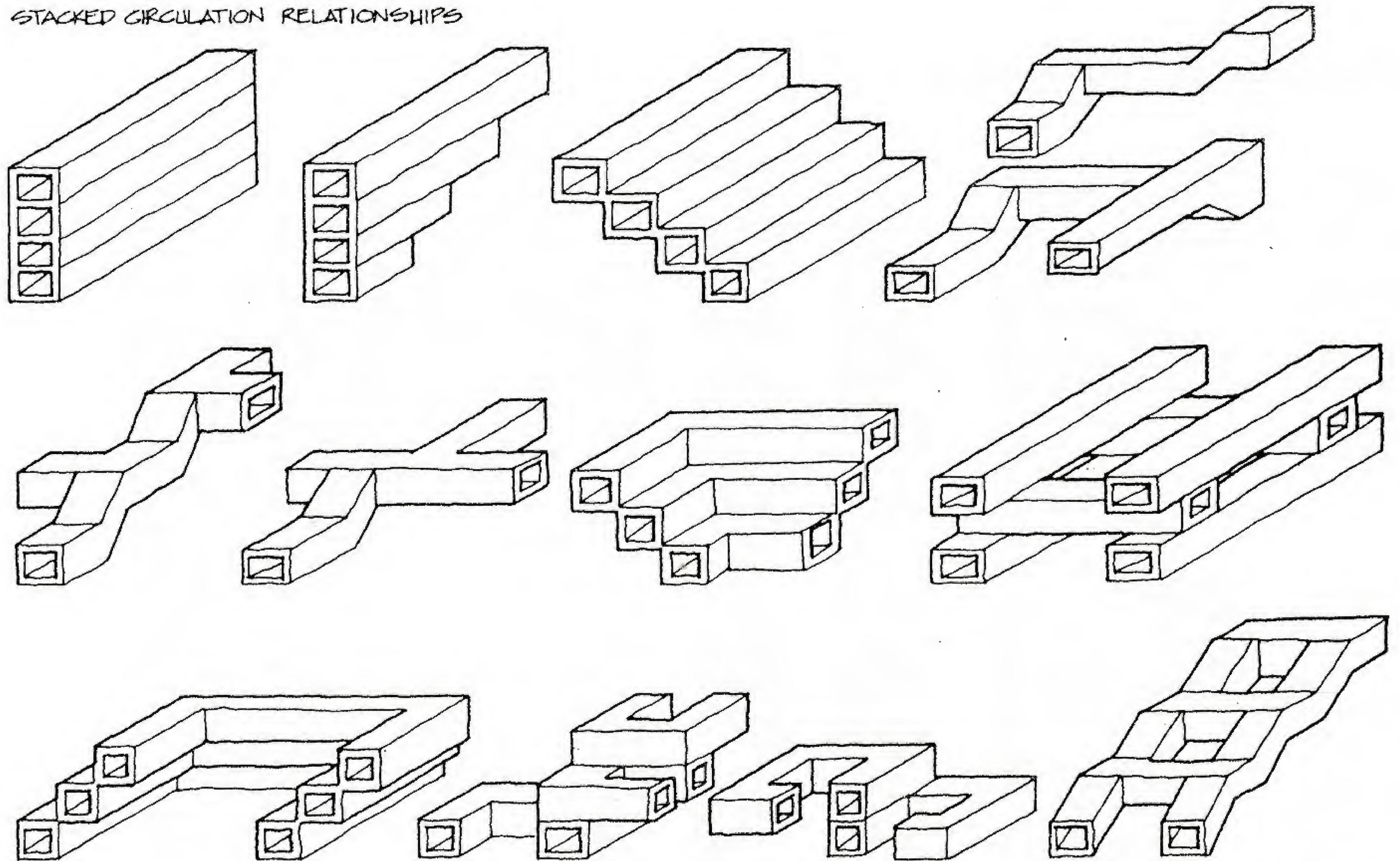


CONFIGURATIONS

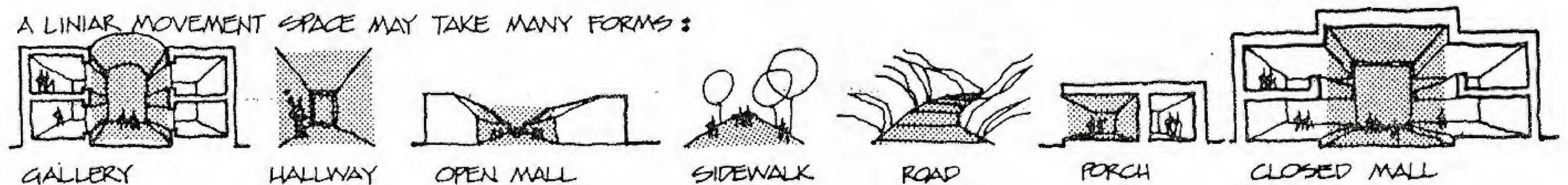




# STACKED CIRCULATION RELATIONSHIPS



A LINEAR MOVEMENT SPACE MAY TAKE MANY FORMS :



GALLERY

HALLWAY

OPEN MALL

SIDEWALK

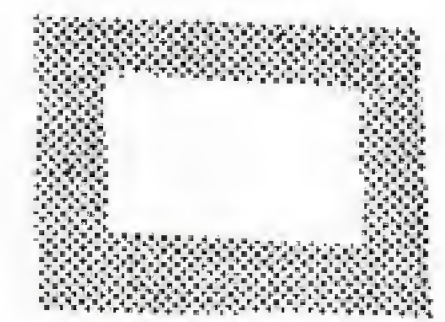
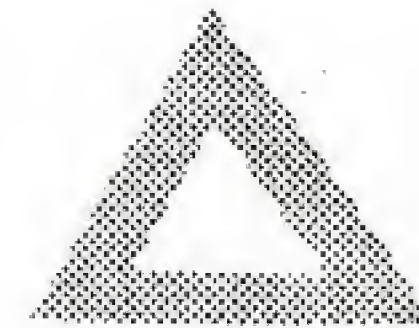
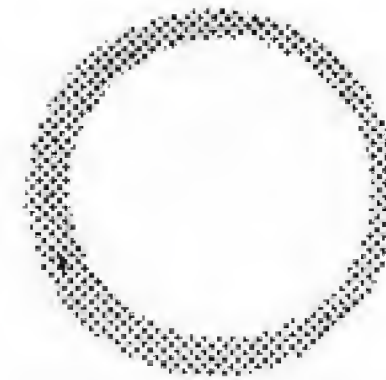
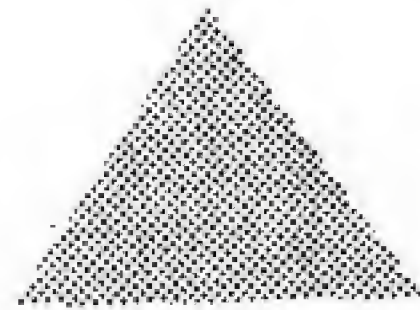
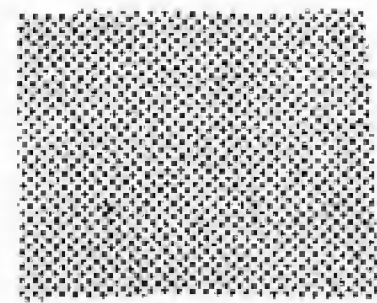
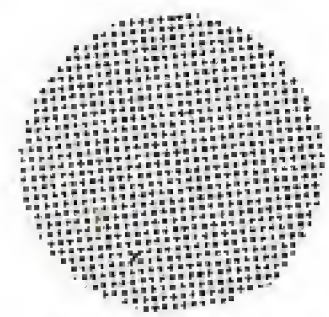
ROAD

PORCH

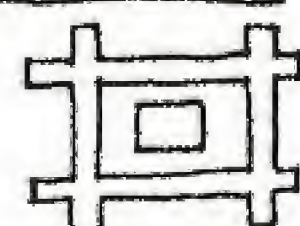
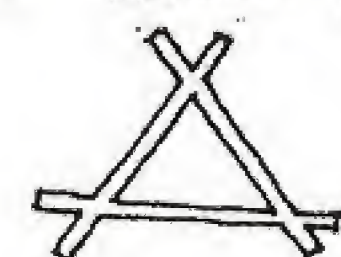
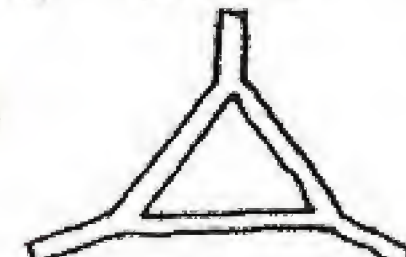
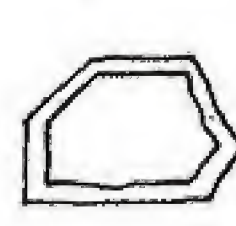
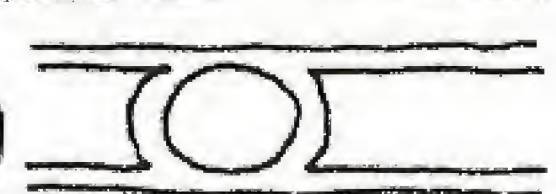
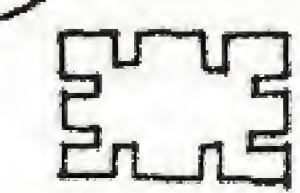
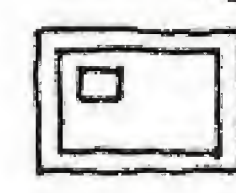
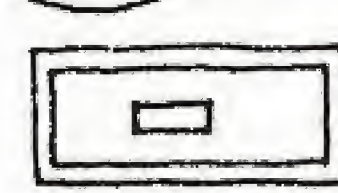
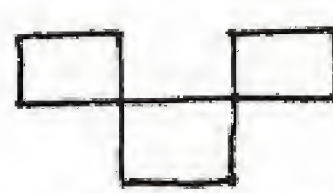
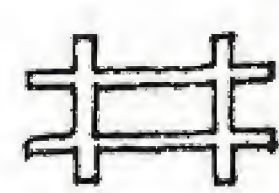
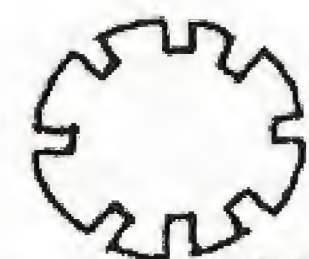
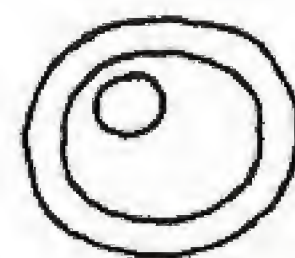
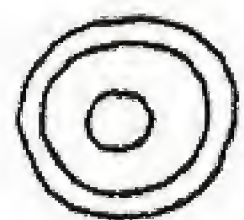
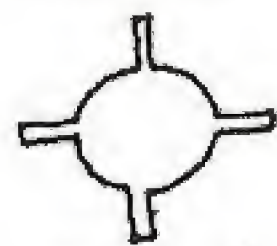
CLOSED MALL



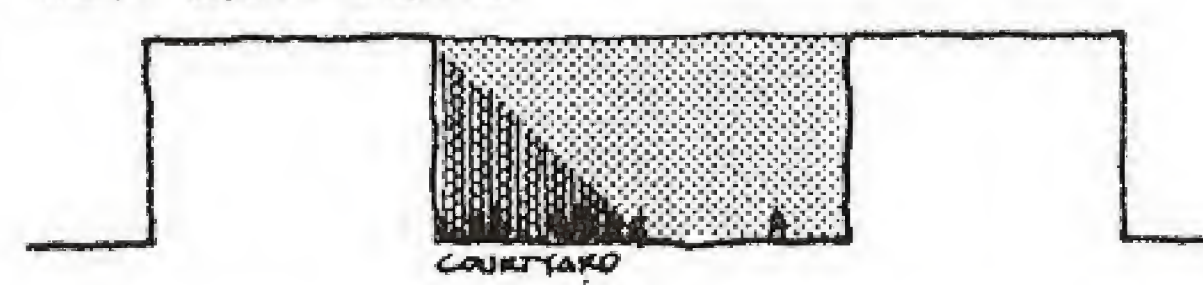
# Point Generated Circulation



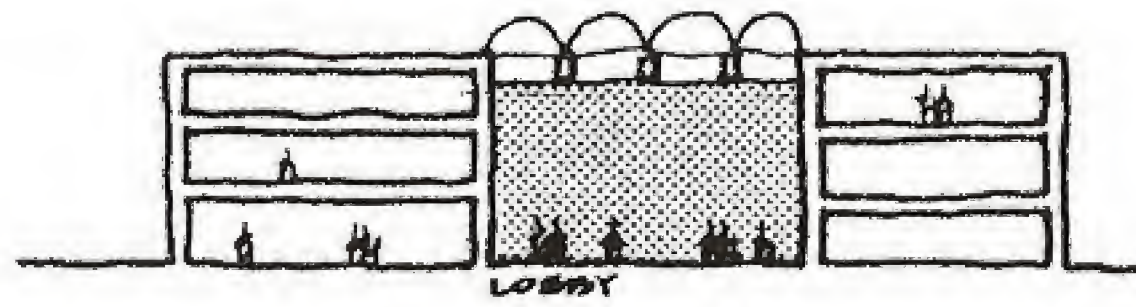
SHAPES IN PLAN



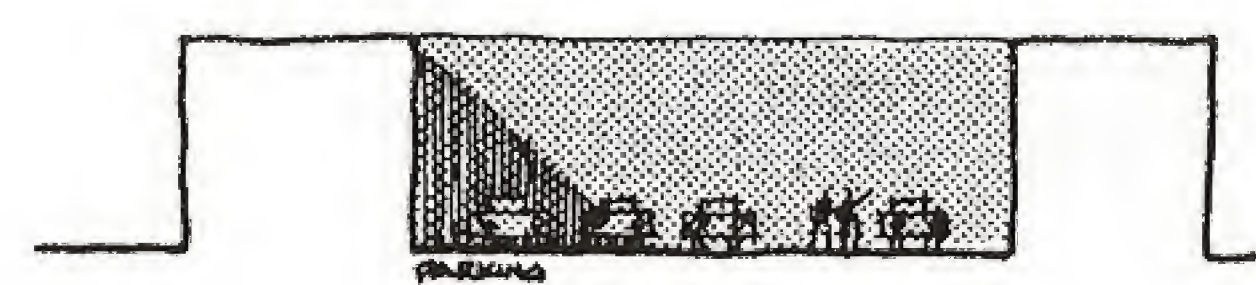
CONFIGURATIONS



COURTYARD



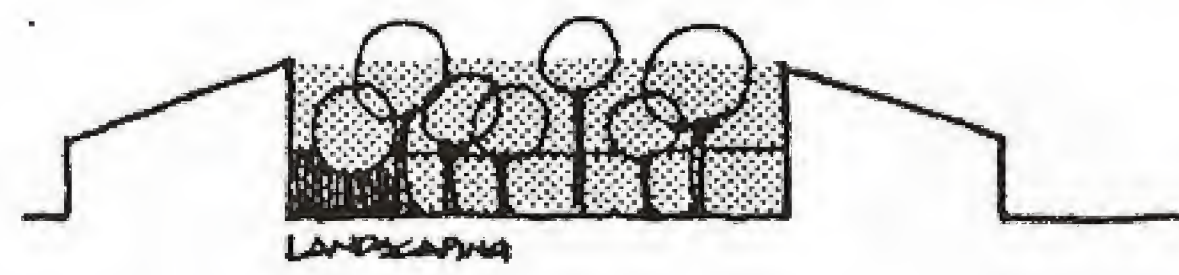
LOBBY



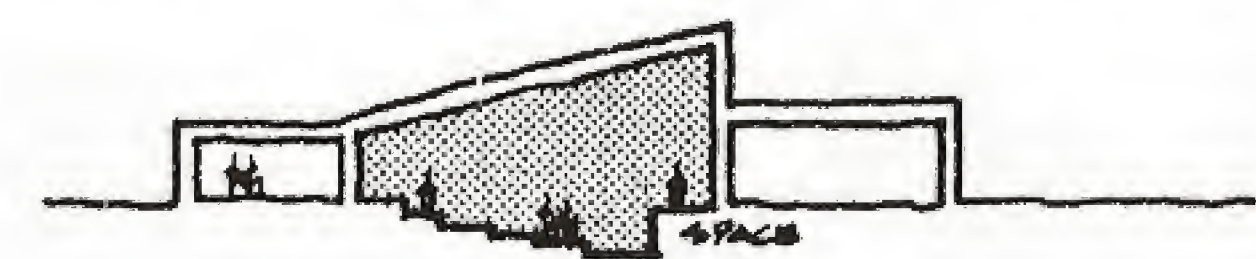
PARKING



WATER

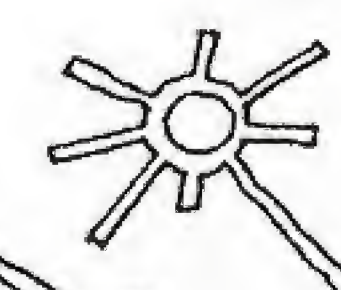
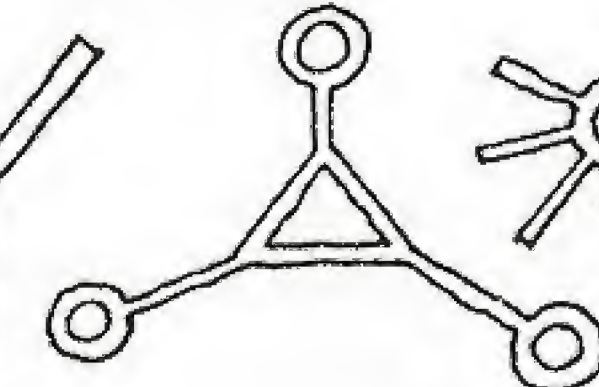
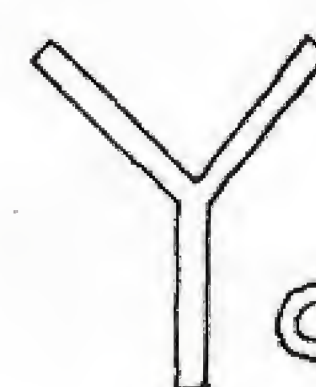
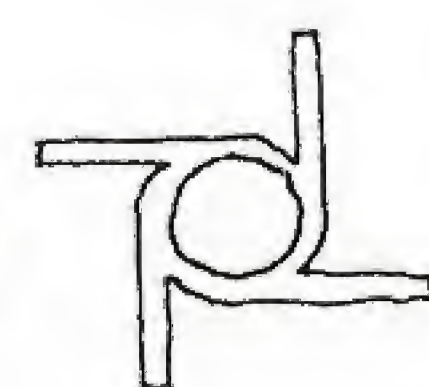
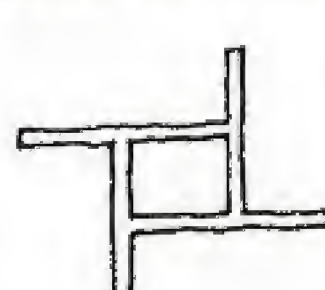


LANDSCAPING



SPACE

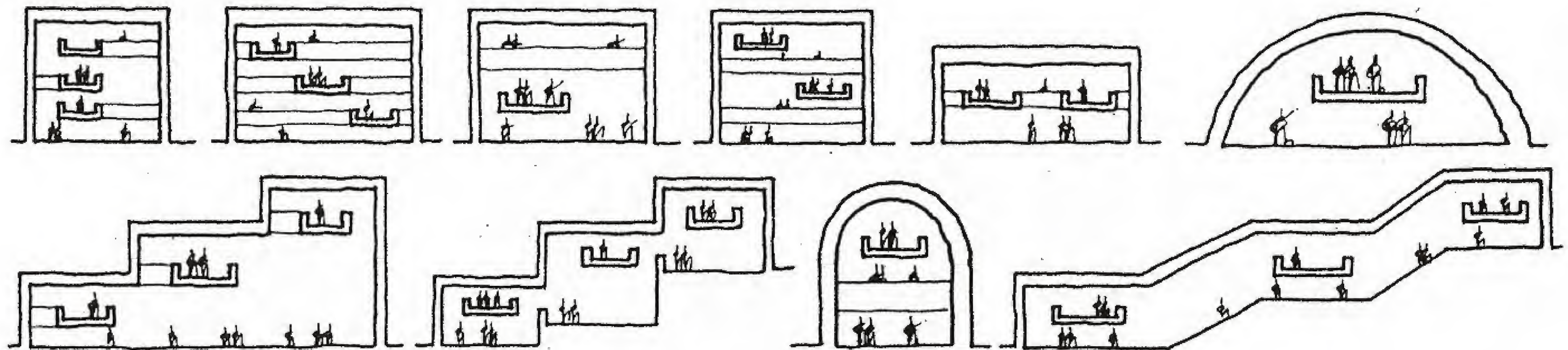
FORMS WHICH POINT GENERATED CIRCULATION MAY TAKE



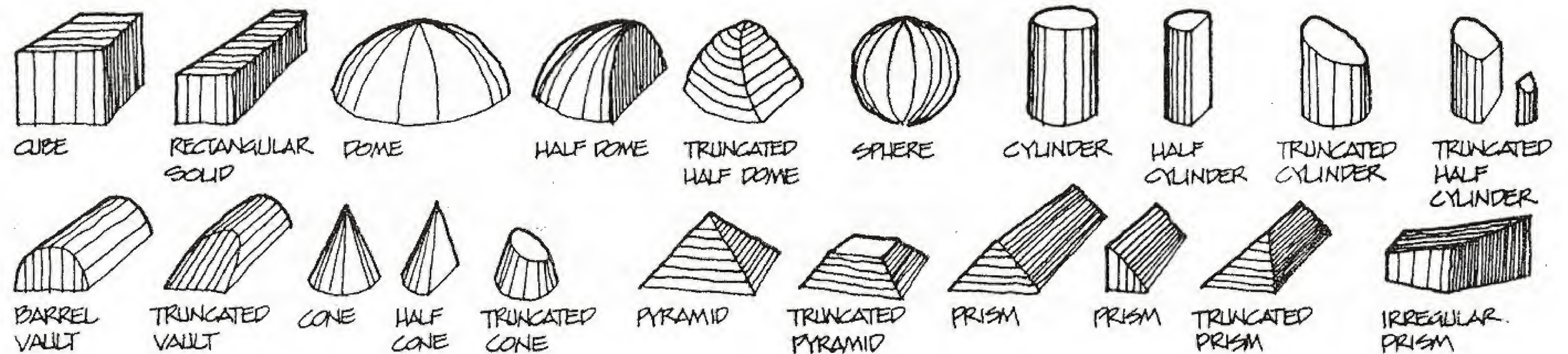
COMPOSITE CIRCULATION FORMS • POINT AND LINE



# Circulation within Circulation

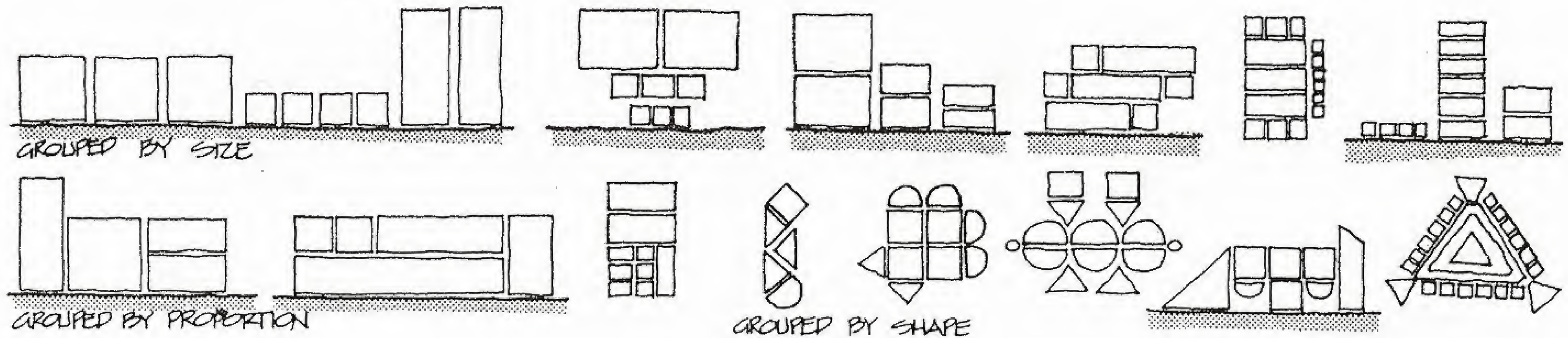


## Basic Forms

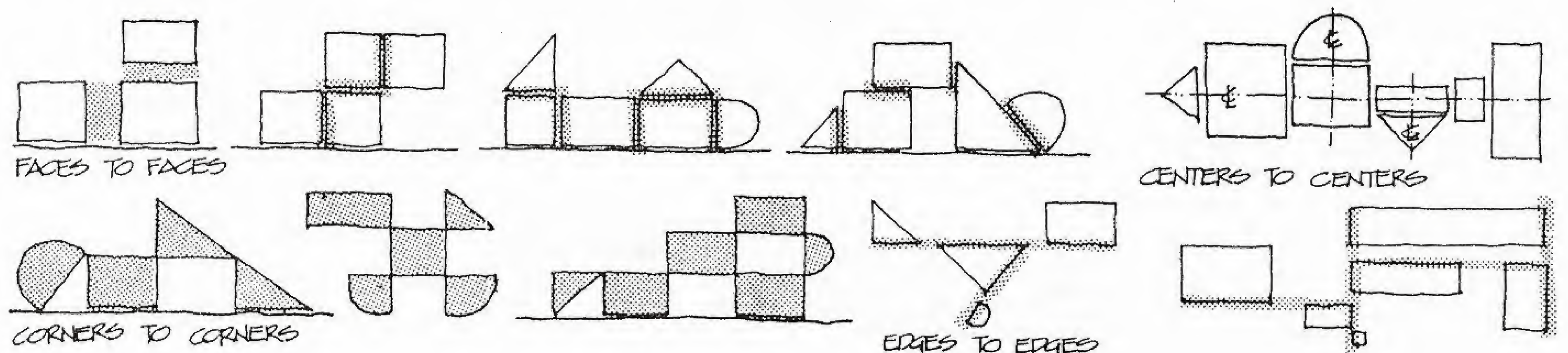




# Grouping of Forms by Their Qualities

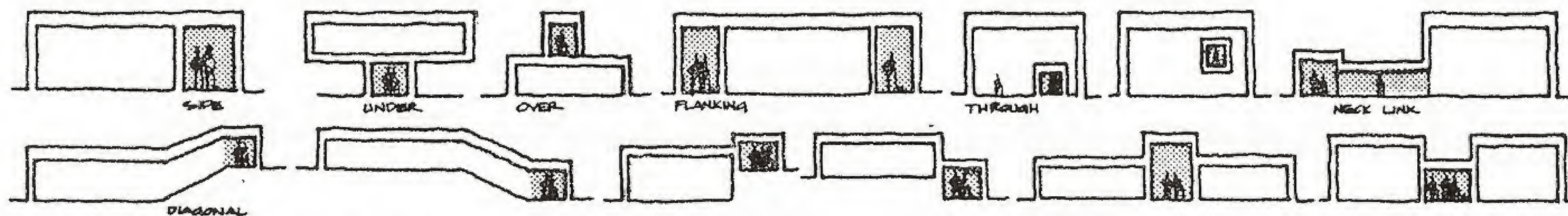


# Specific Form to Form Relationships

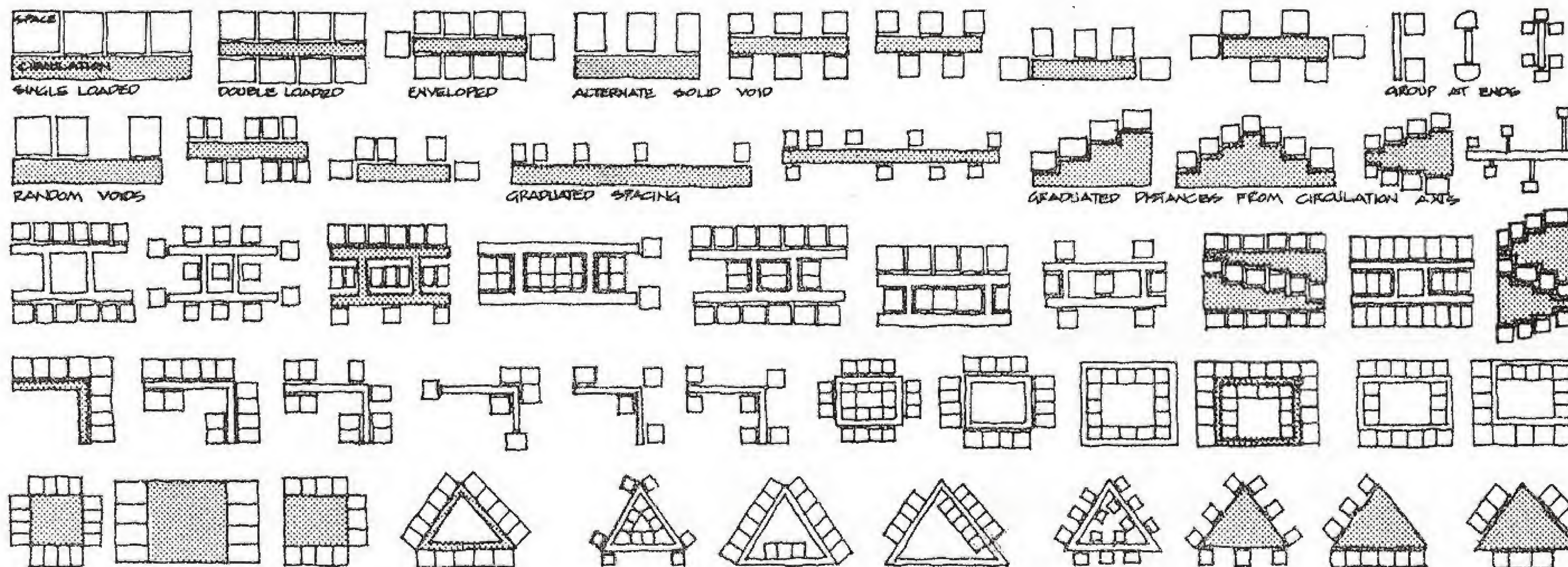




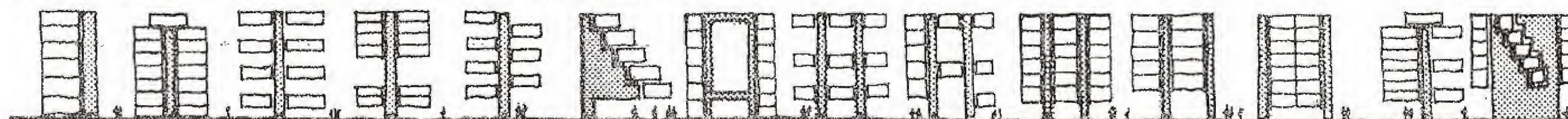
# Space—Circulation Relationships



## SPACE TO CIRCULATION LINKAGES

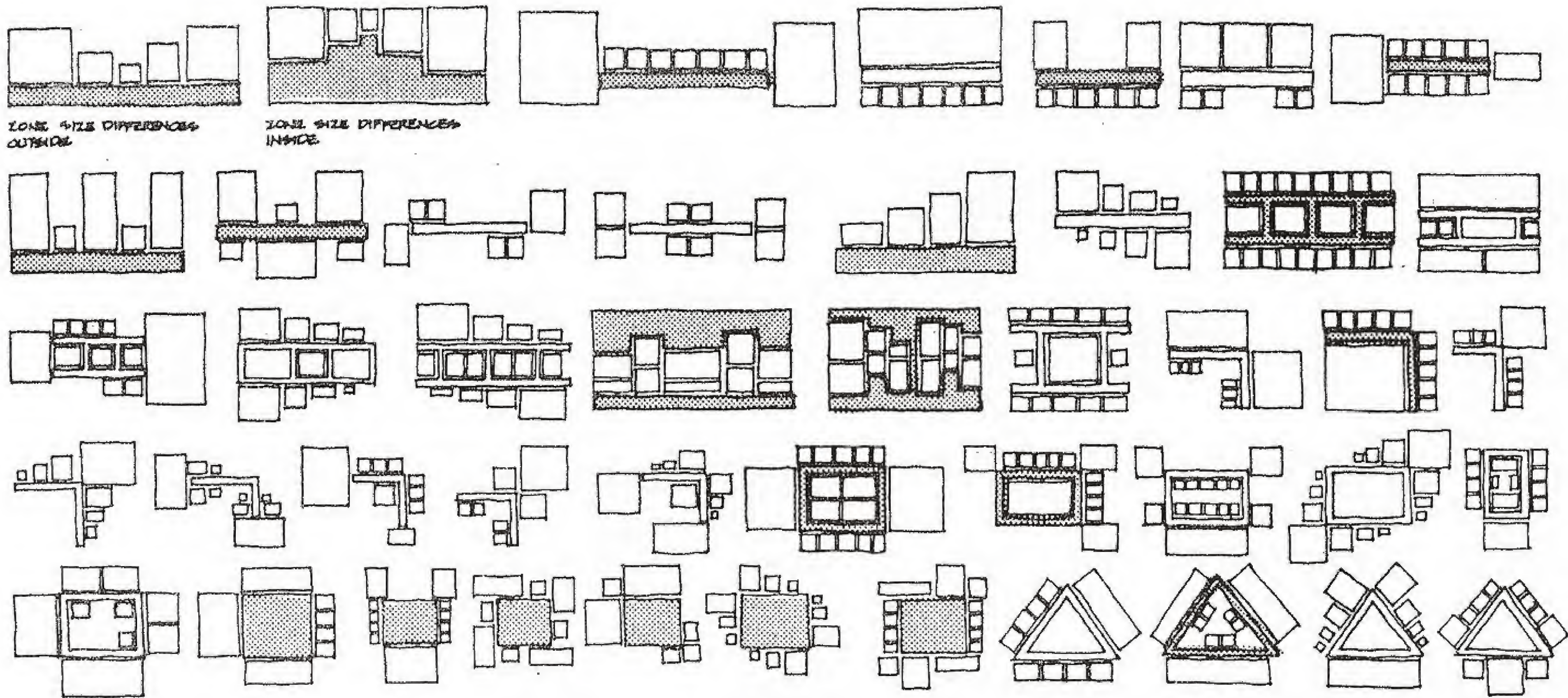


## PLAN CONCEPTS FOR SPACES OF SIMILAR SIZE & SHAPE

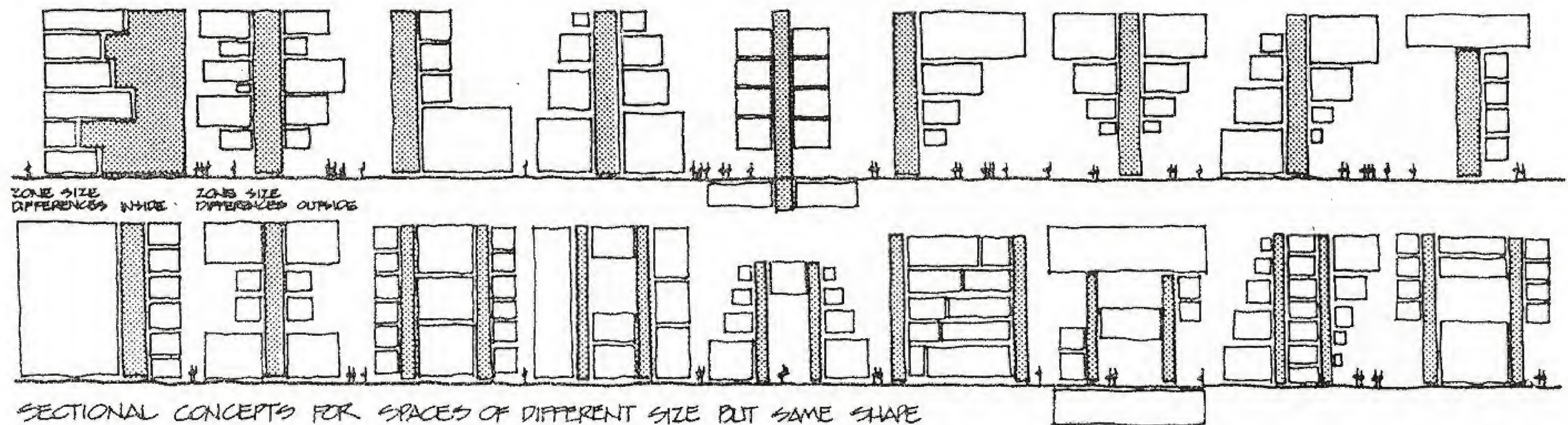


## SECTIONAL CONCEPTS FOR SPACES OF SIMILAR SIZE & SHAPE

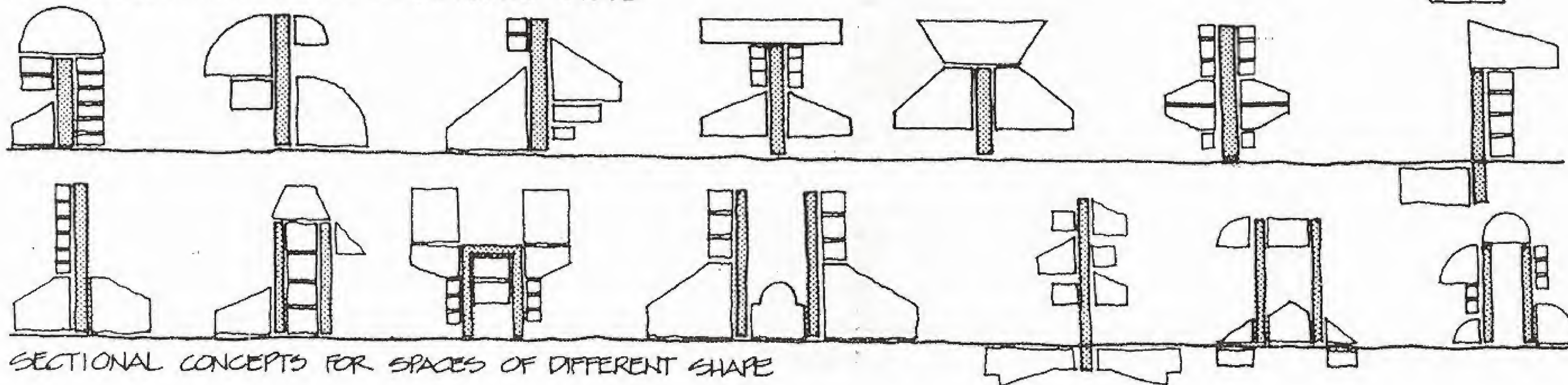
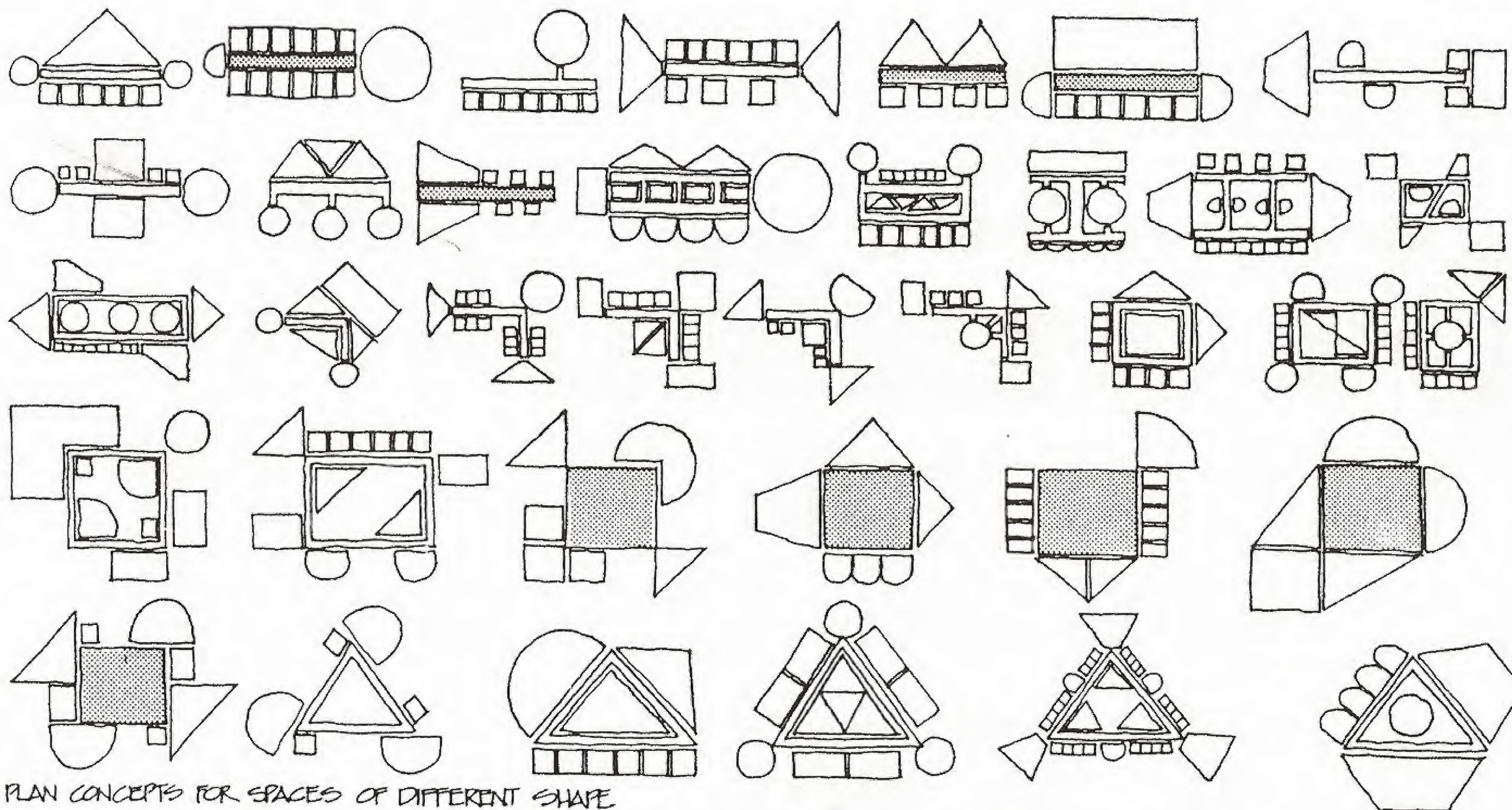




PLAN CONCEPTS FOR SPACES OF DIFFERENT SIZE BUT SAME SHAPE

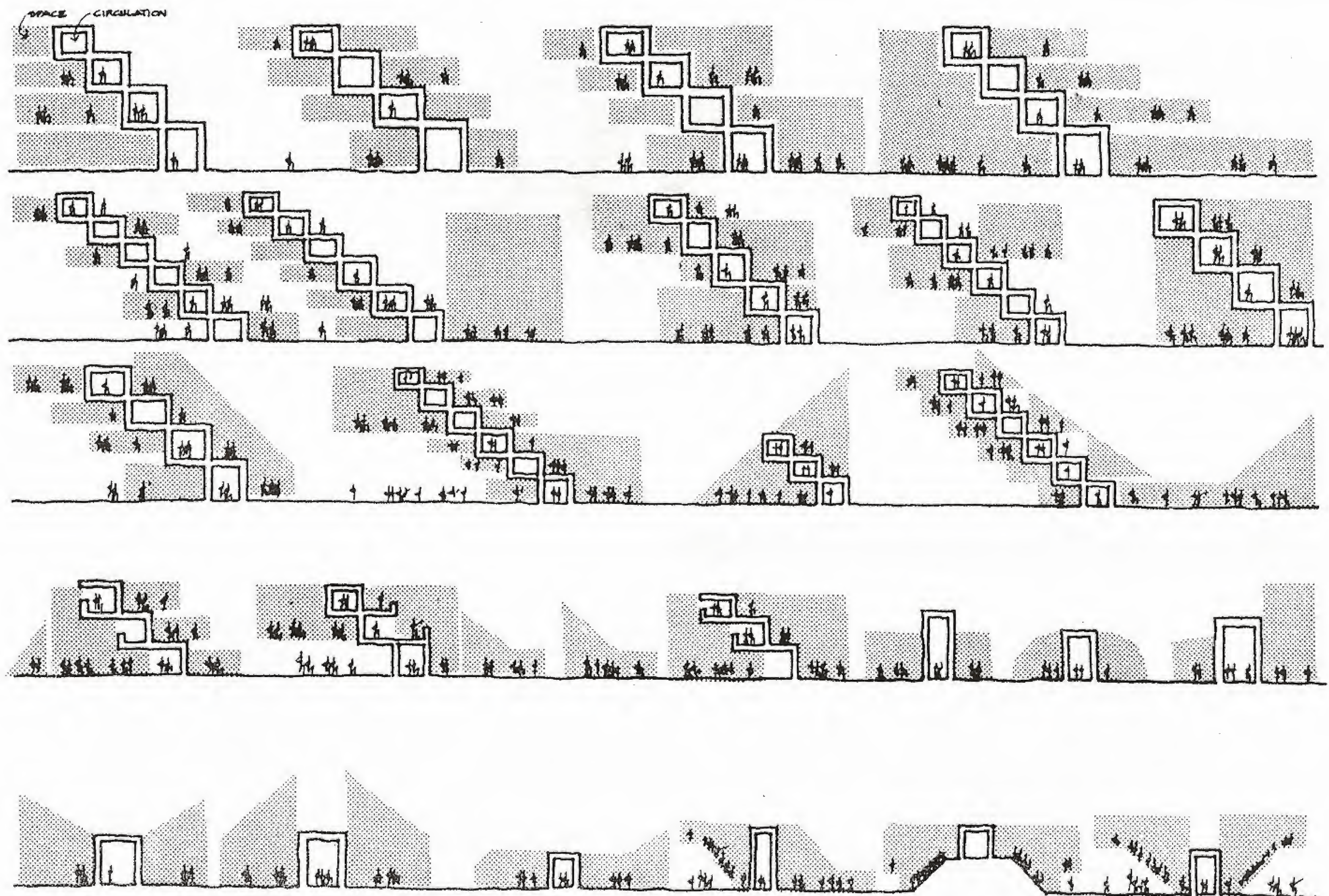








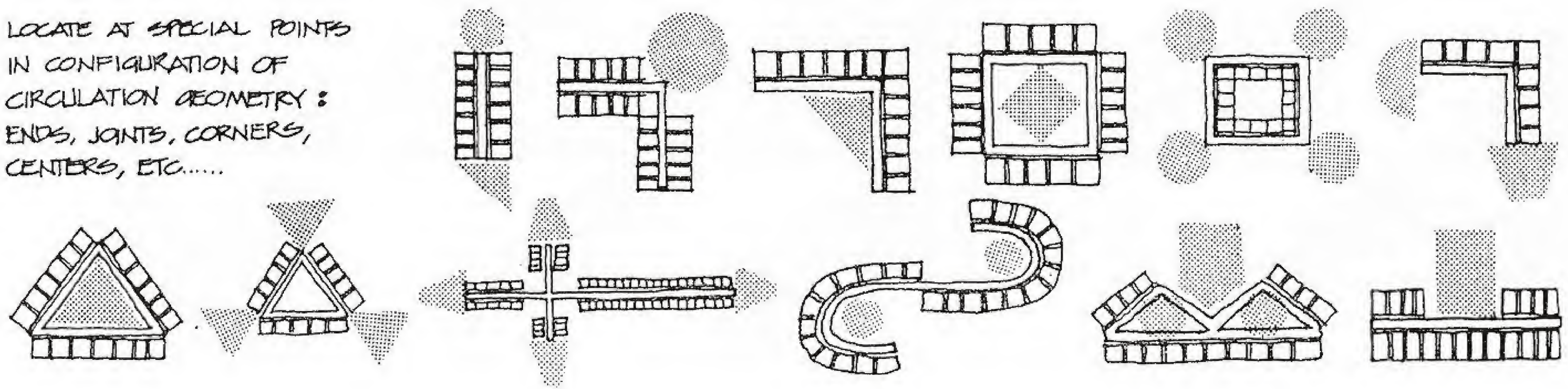
# Space—Circulation Sections



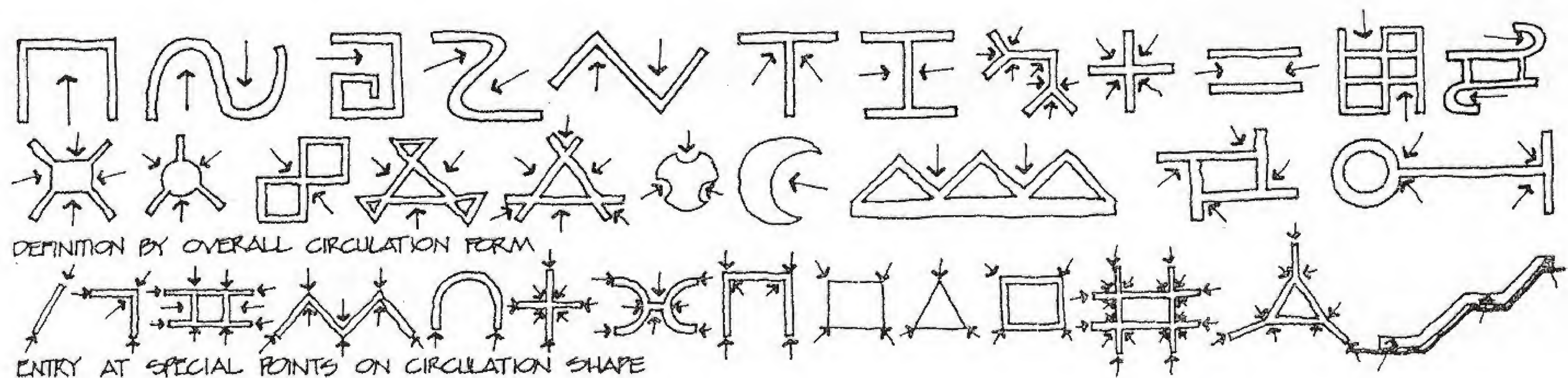


# Placing Unique Space Shapes in Plan

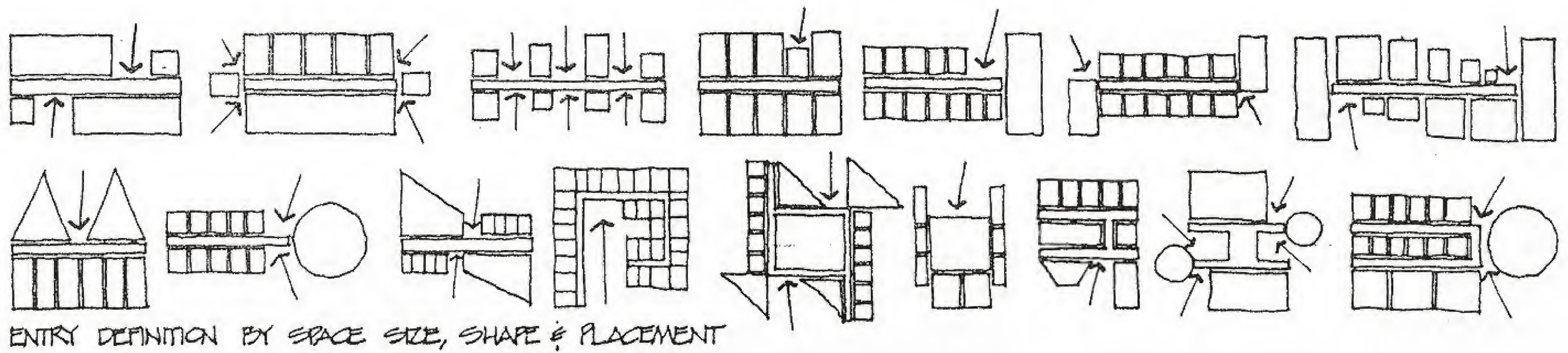
LOCATE AT SPECIAL POINTS  
IN CONFIGURATION OF  
CIRCULATION GEOMETRY:  
ENDS, JOINTS, CORNERS,  
CENTERS, ETC.....



## Entry Points for Circulation Concepts

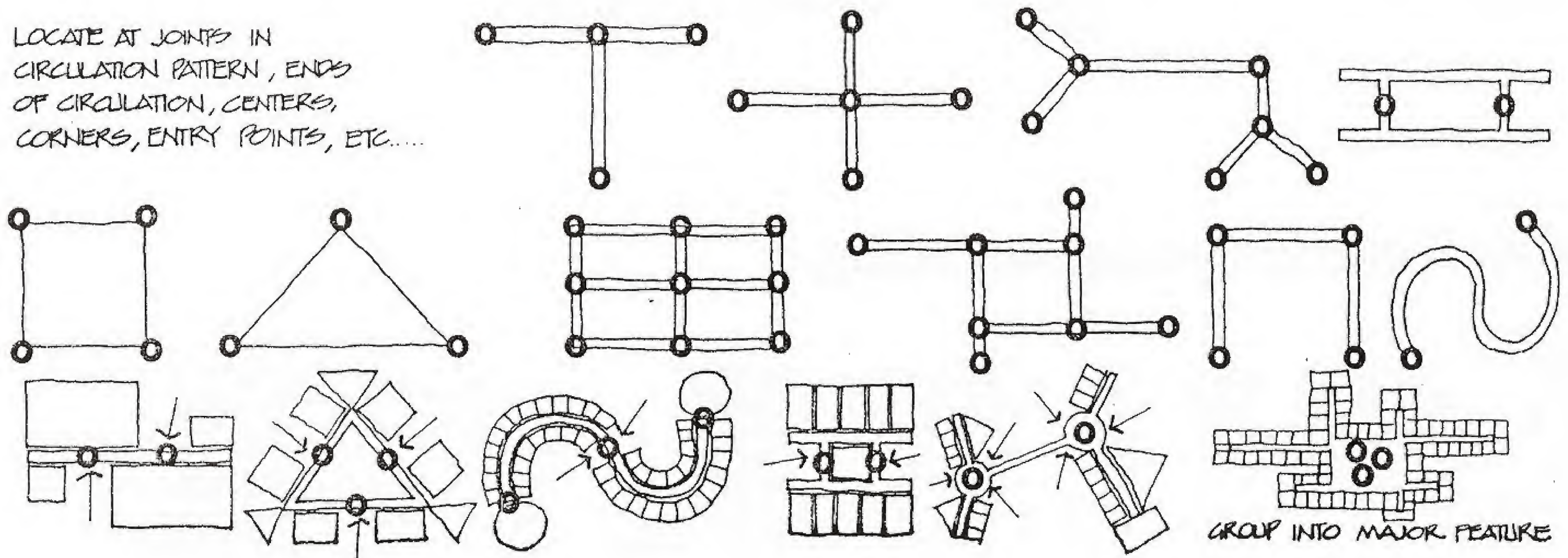






## Placing Vertical Circulation at Unique Points in Plan

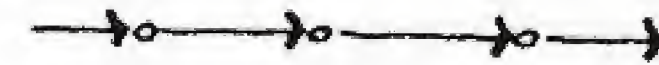
LOCATE AT JOINTS IN  
CIRCULATION PATTERN, ENDS  
OF CIRCULATION, CENTERS,  
CORNERS, ENTRY POINTS, ETC.....



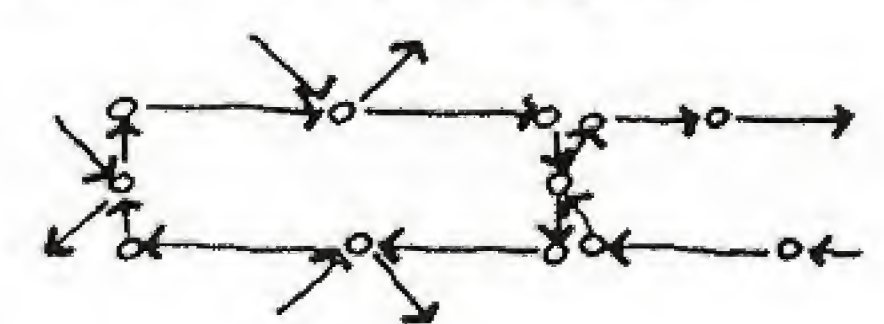
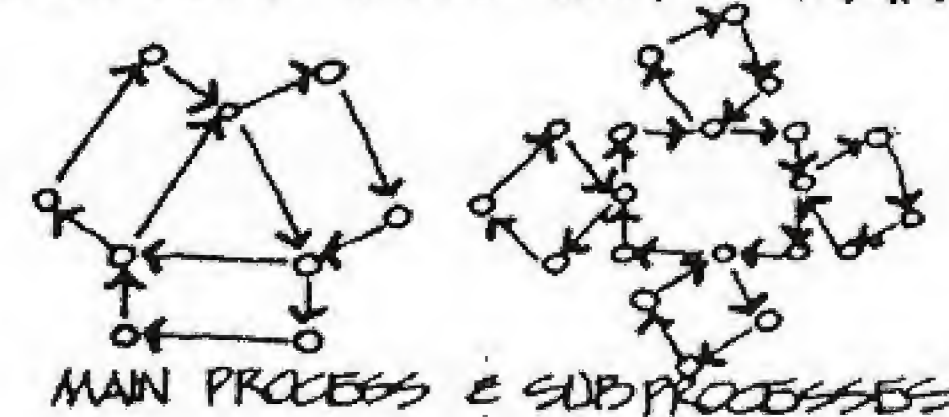
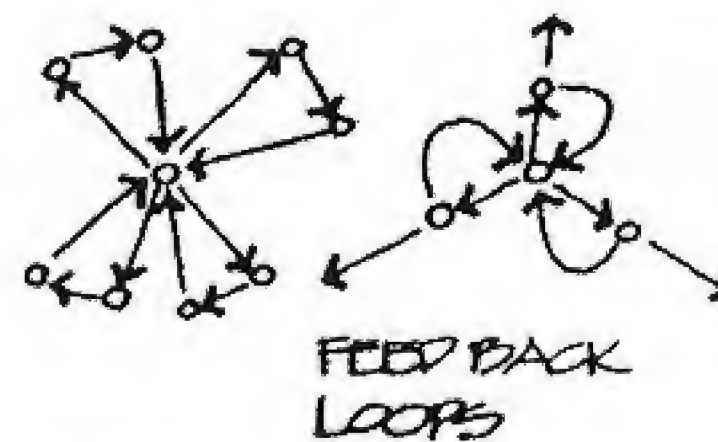
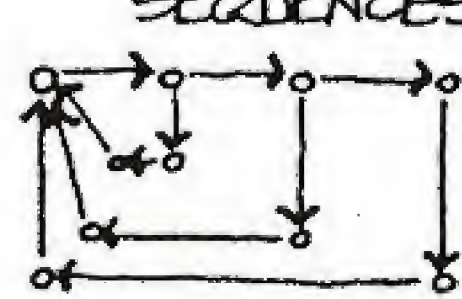
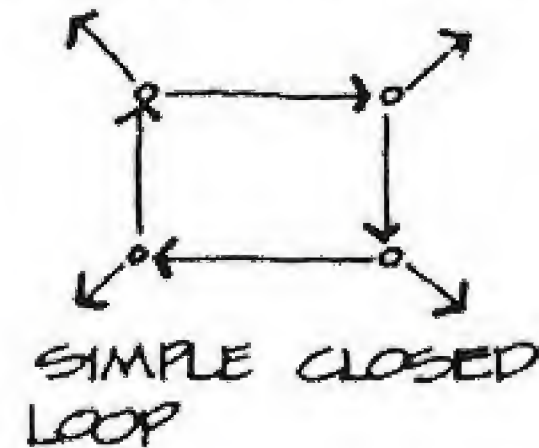
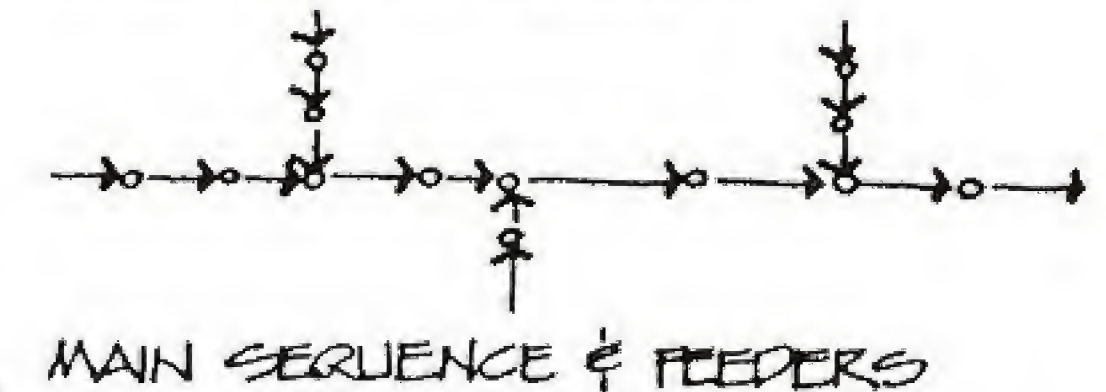
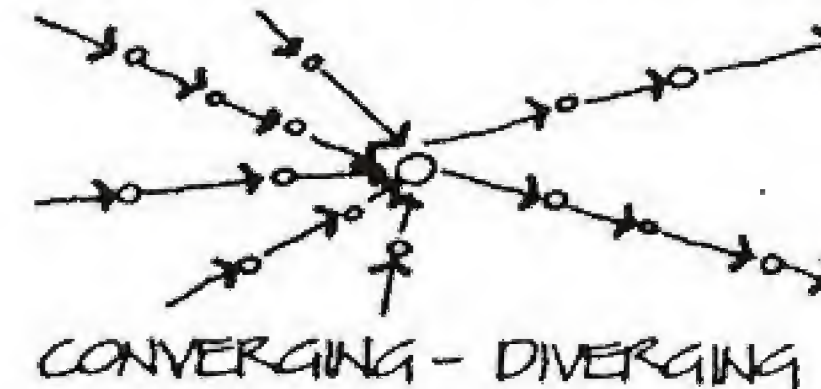
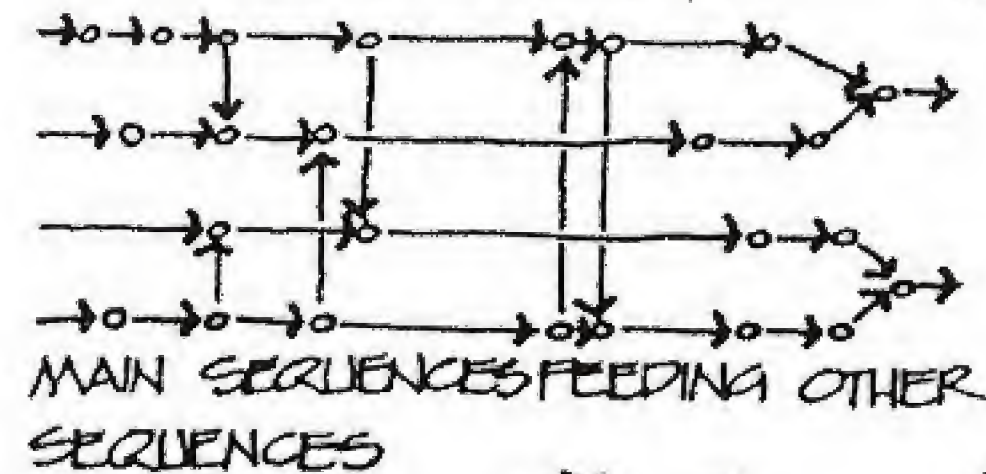
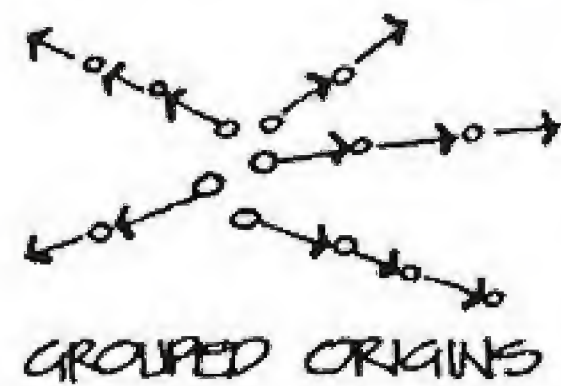
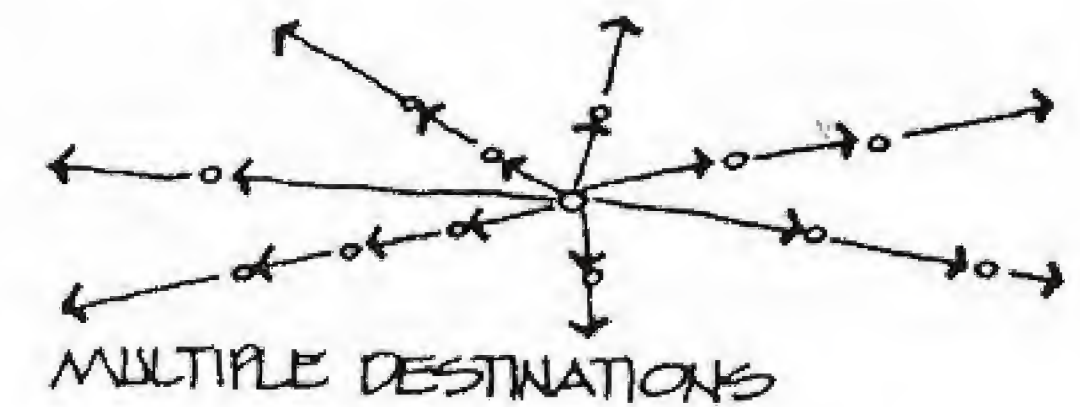
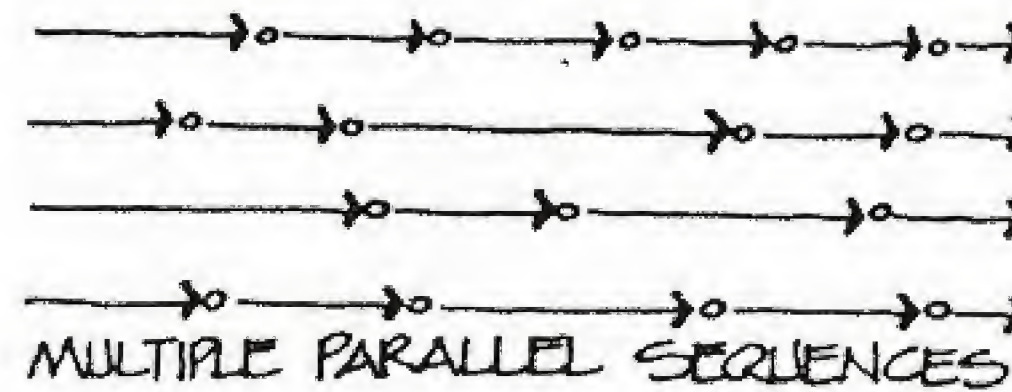


# Movement Systems

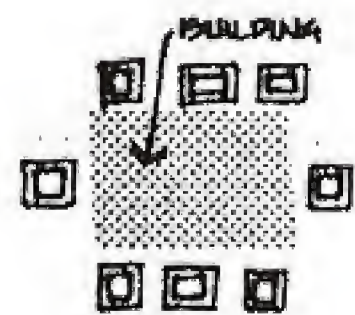
SYSTEMS MAY OCCUR  
IN PLAN AND SECTION



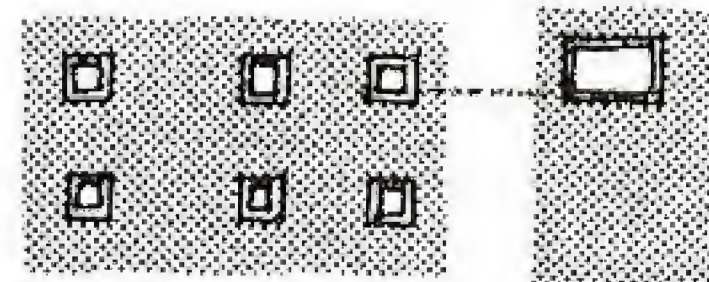
SIMPLE SEQUENCE



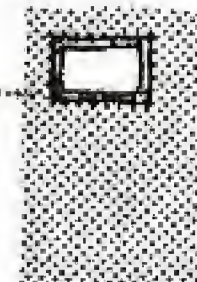
## Routing Systems Through Buildings



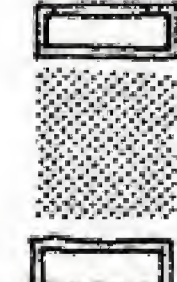
HOLLOW COLUMNS  
OUTSIDE



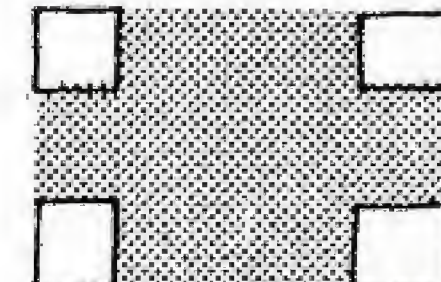
HOLLOW COLUMNS  
INSIDE



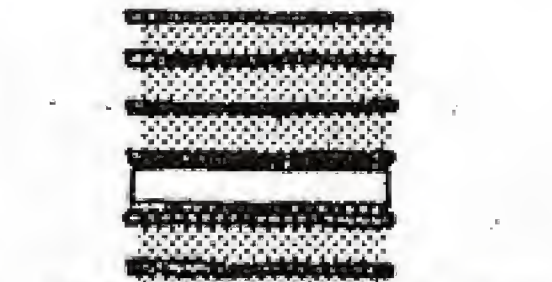
SHAFTS  
INSIDE



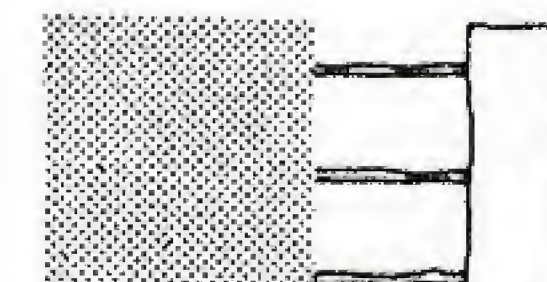
SHAFTS  
OUTSIDE



SYSTEMS ROOMS  
ON FLOORS



ENTIRE FLOORS  
GIVEN TO SYSTEMS

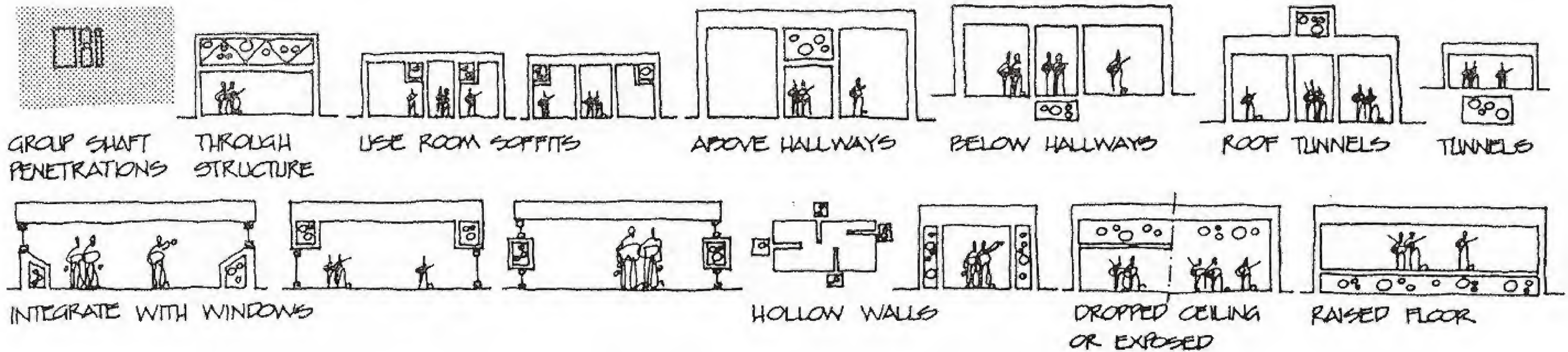


ADJACENT SYSTEMS  
BUILDING

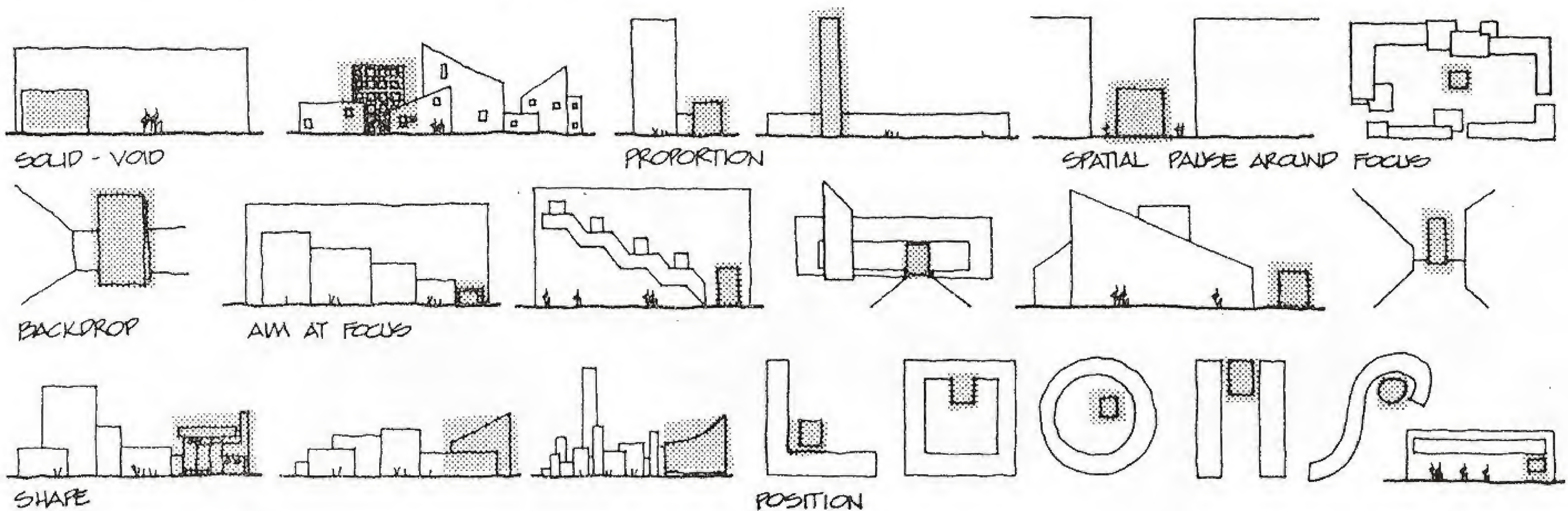


INTERSTITIAL  
SPACE BETWEEN  
FLOORS

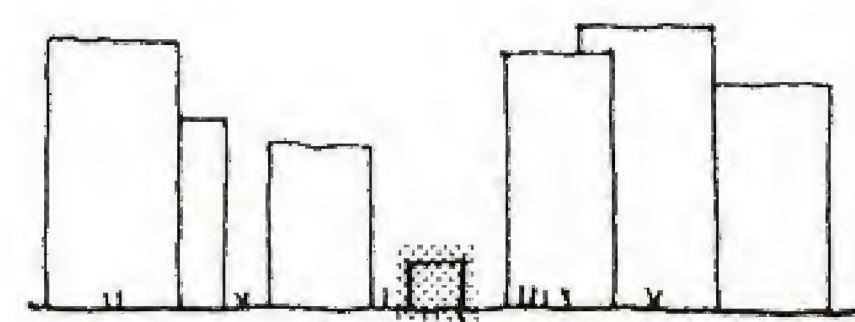




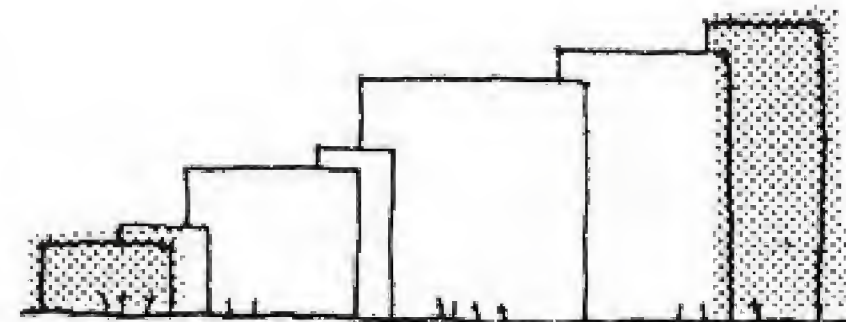
## Achieving Visual Emphasis







SIZE



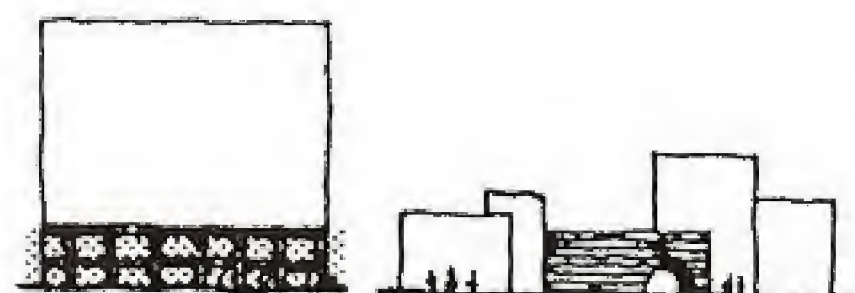
PROGRESSION



TEXTURE



SCORING



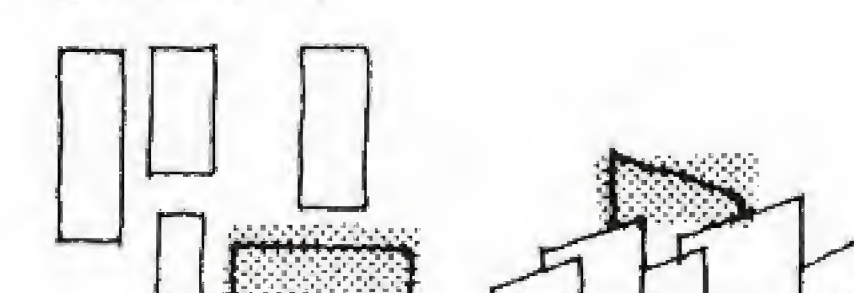
MATERIAL



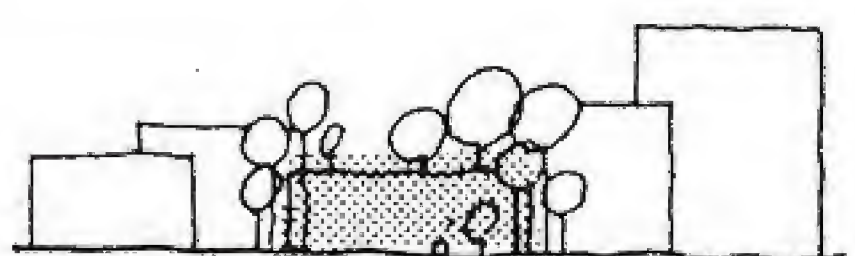
LEVEL



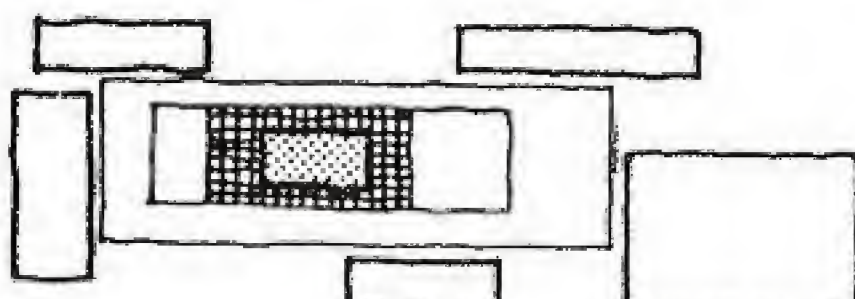
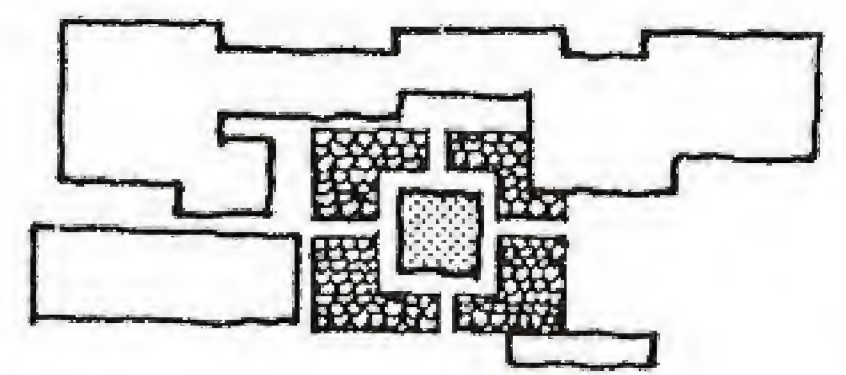
PAVING PATTERN



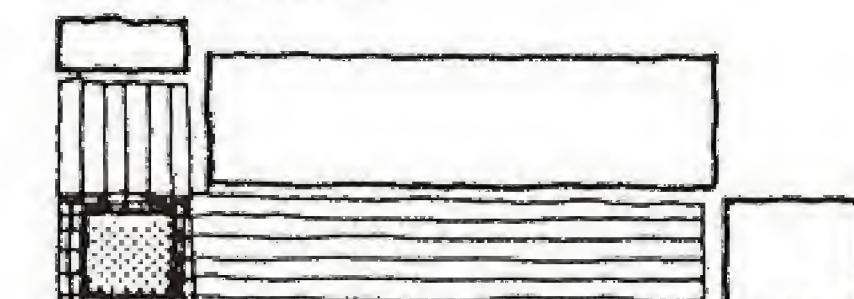
ORIENTATION



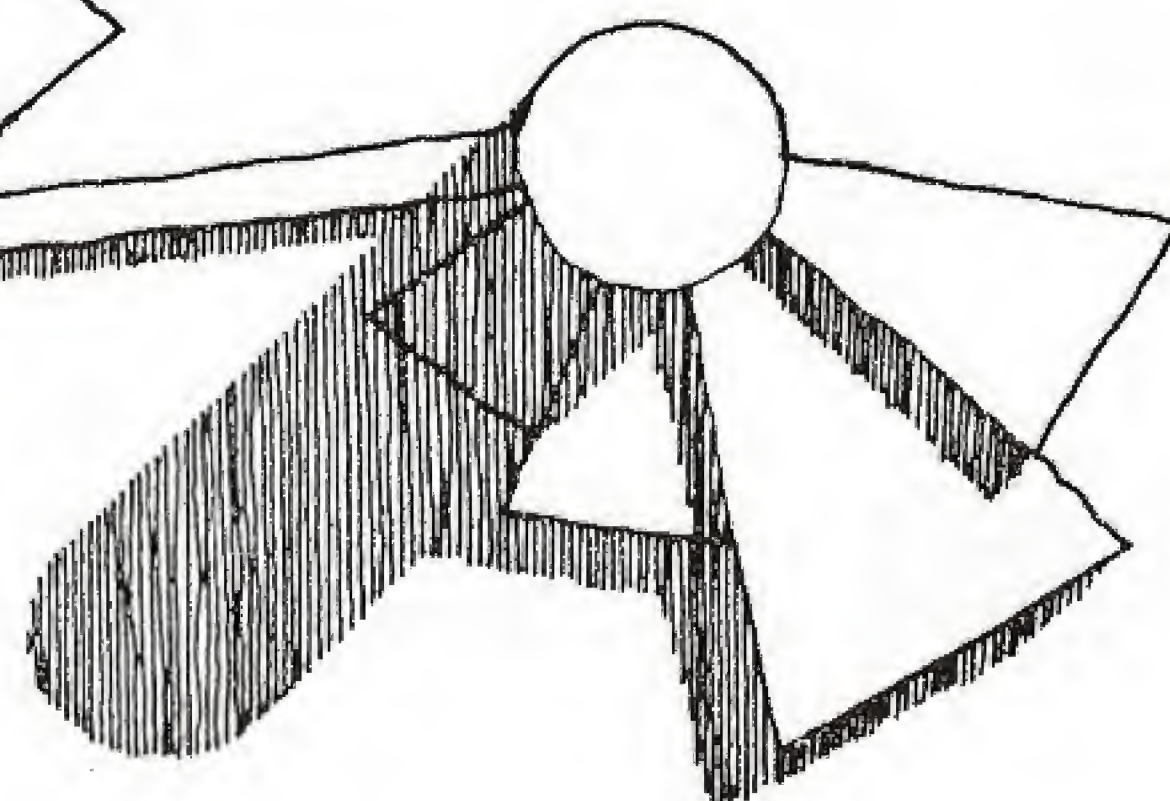
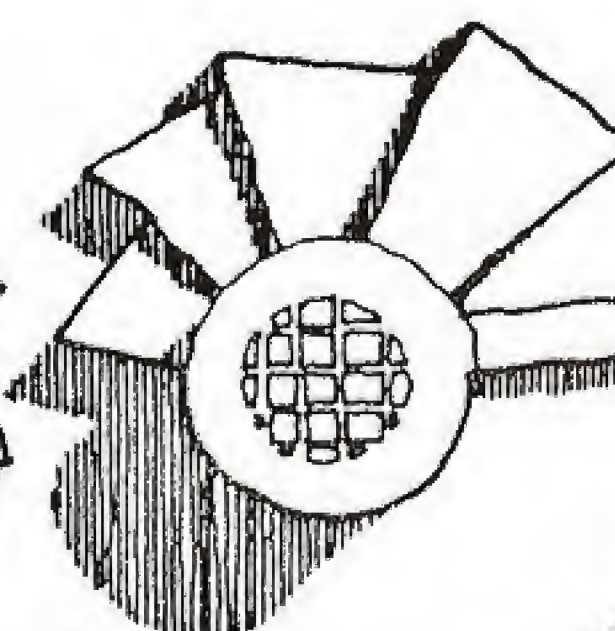
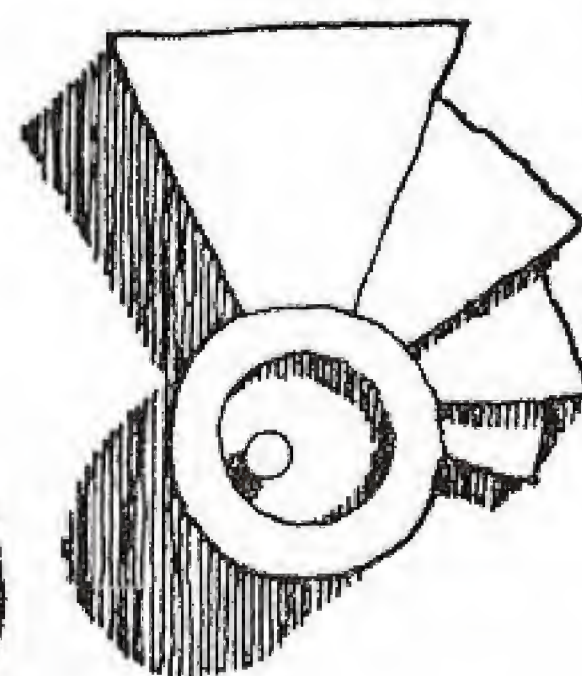
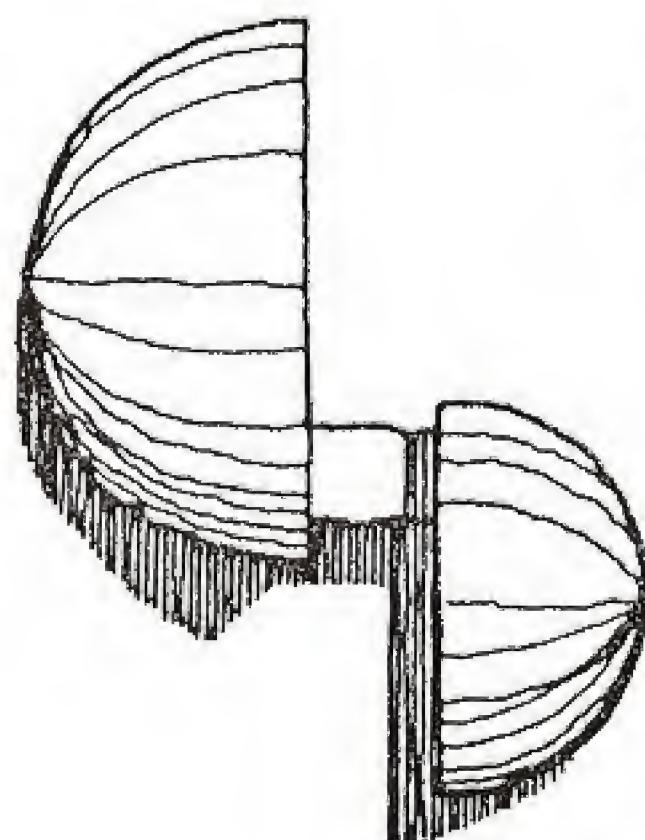
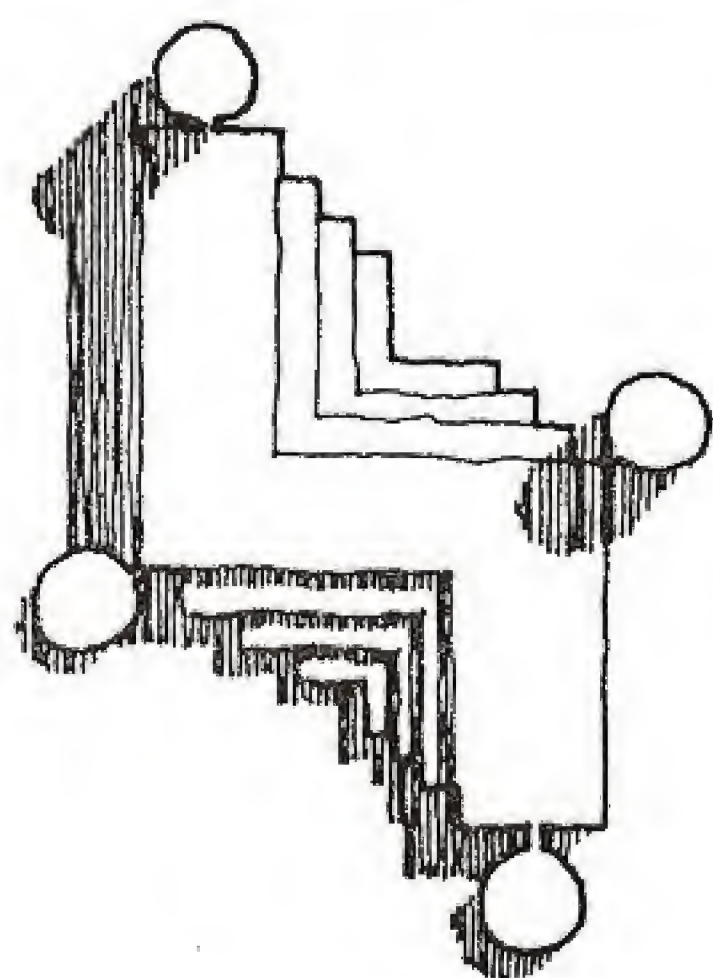
LANDSCAPING



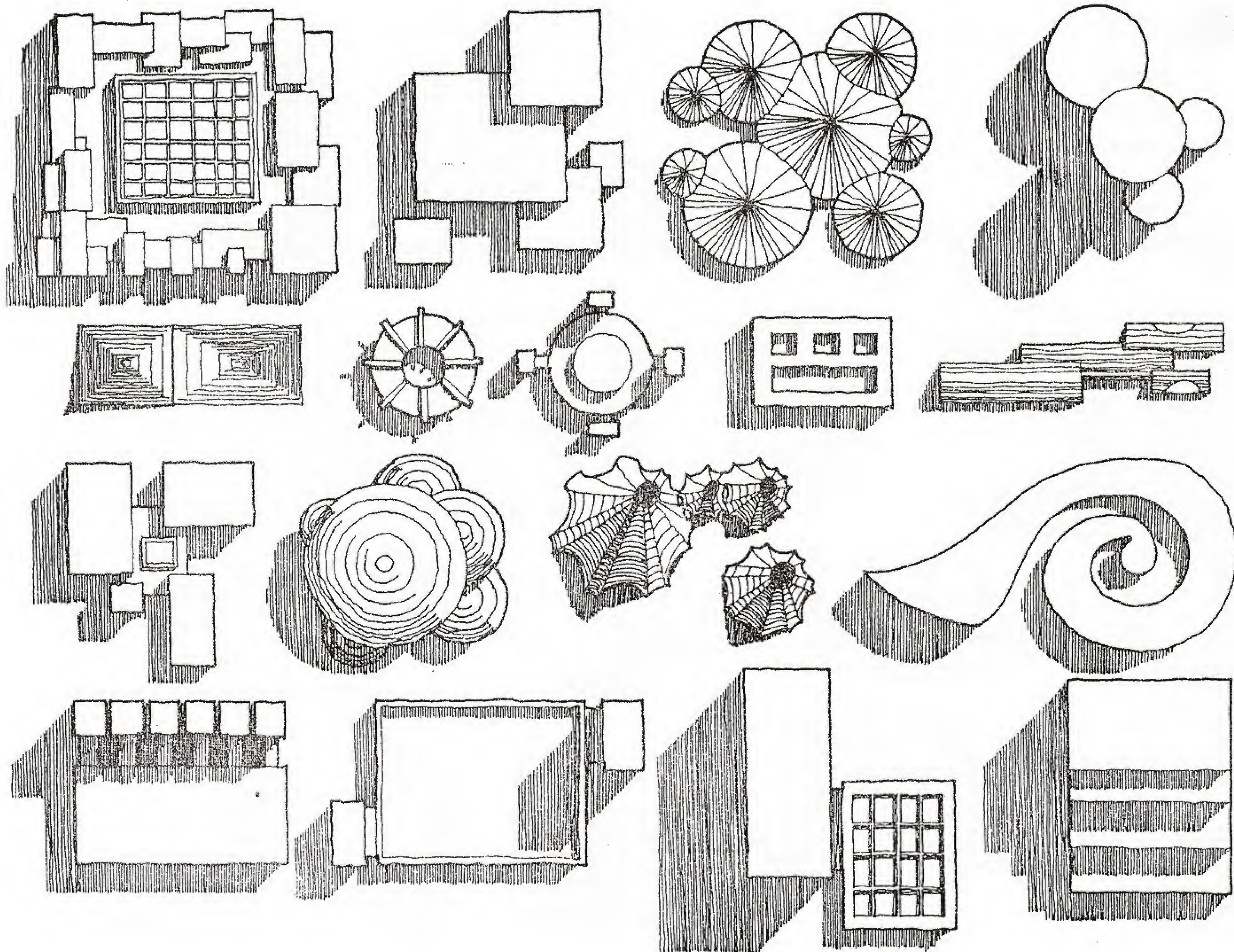
PAVING PATTERN



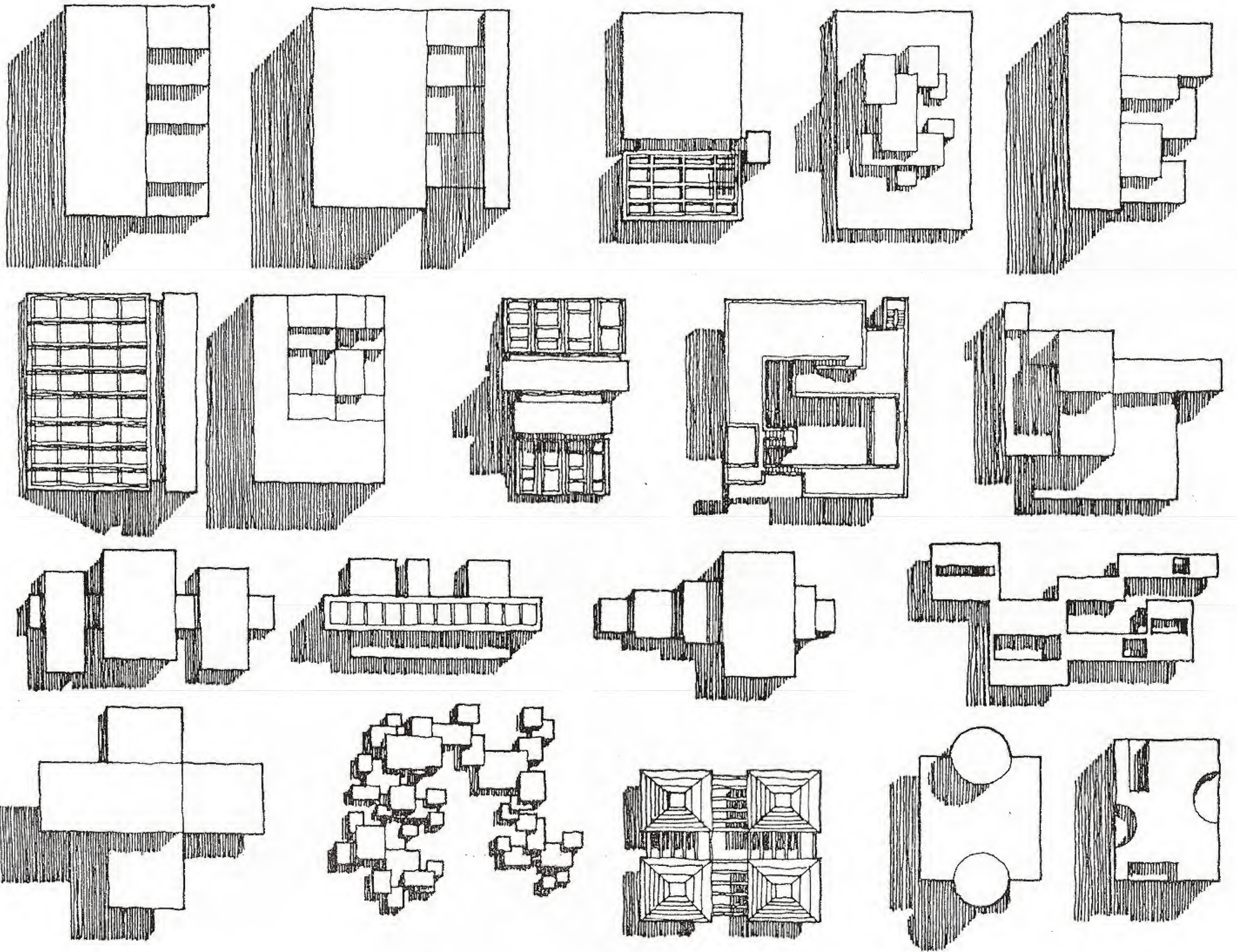
## Building Images in Plan



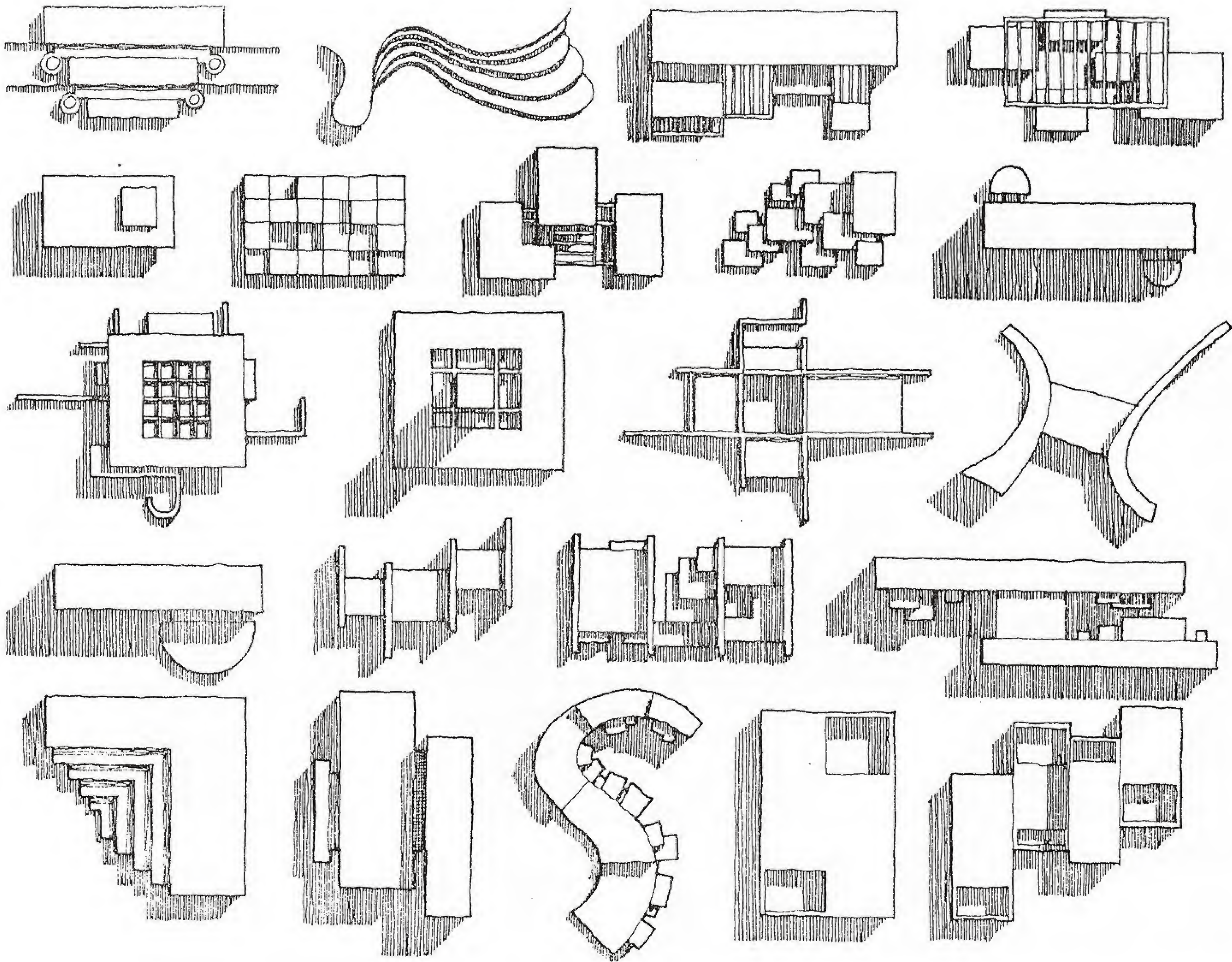






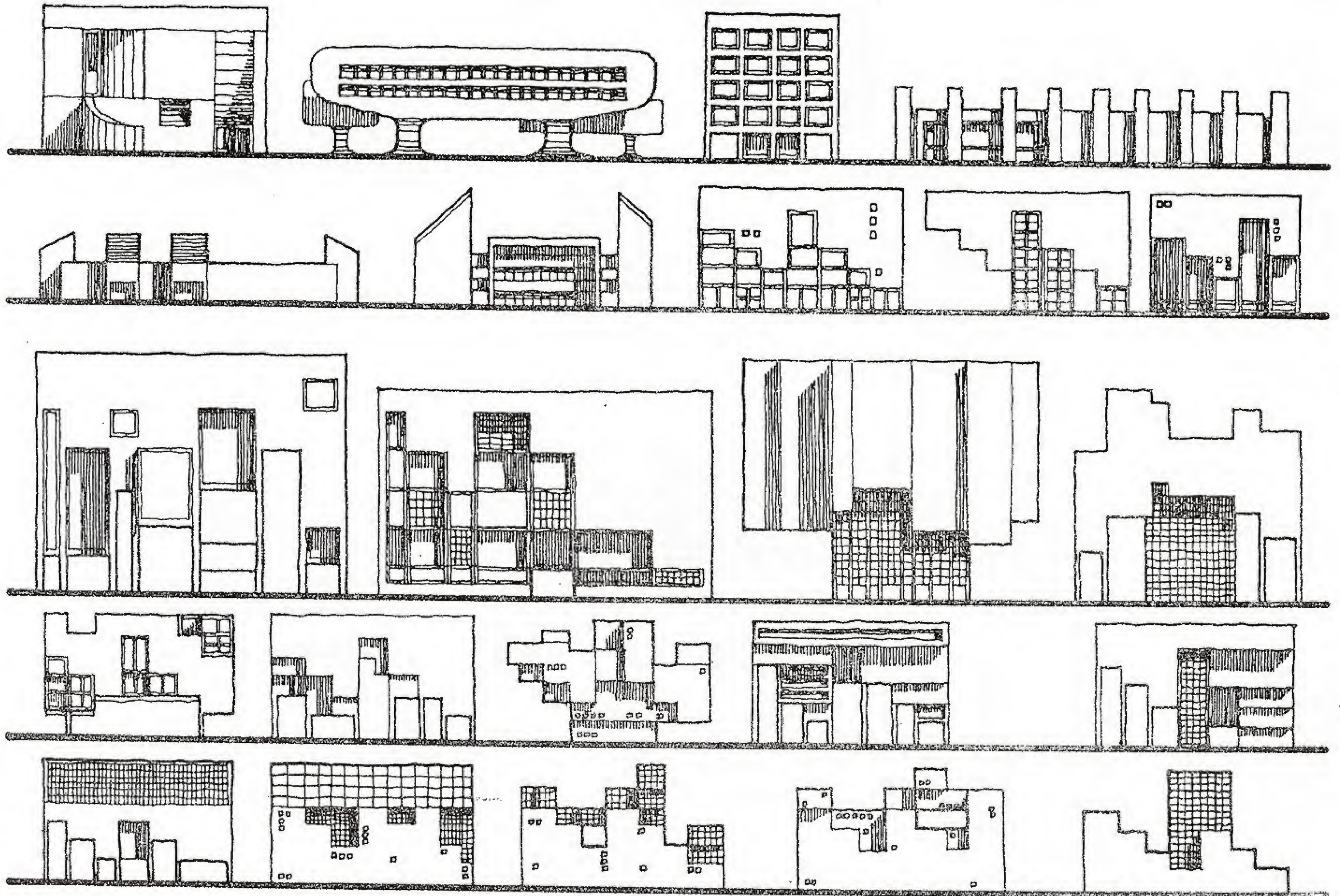




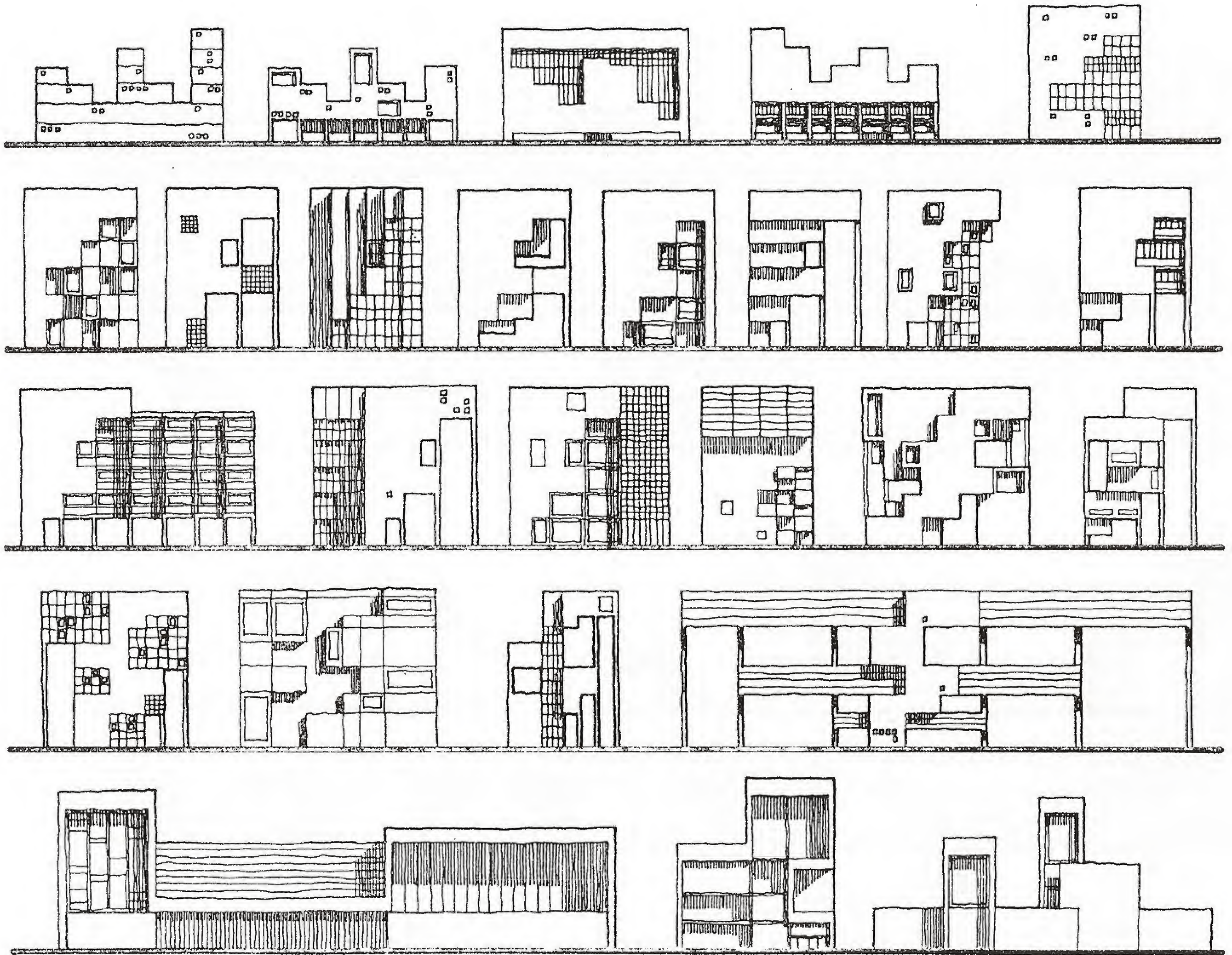




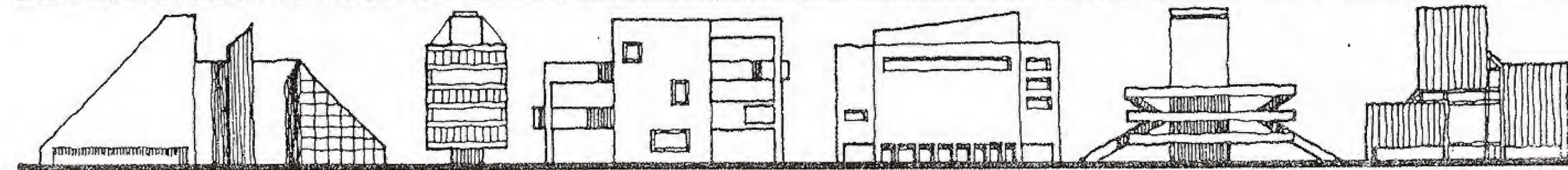
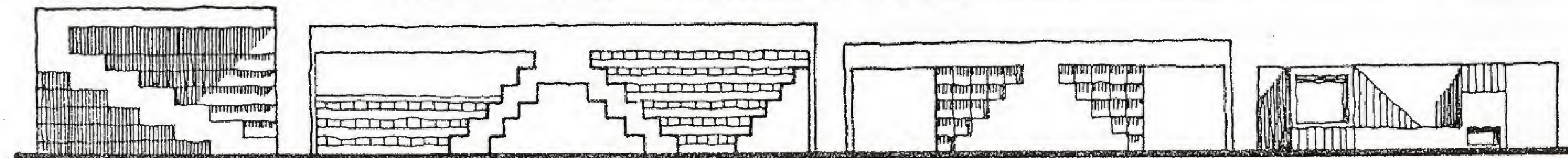
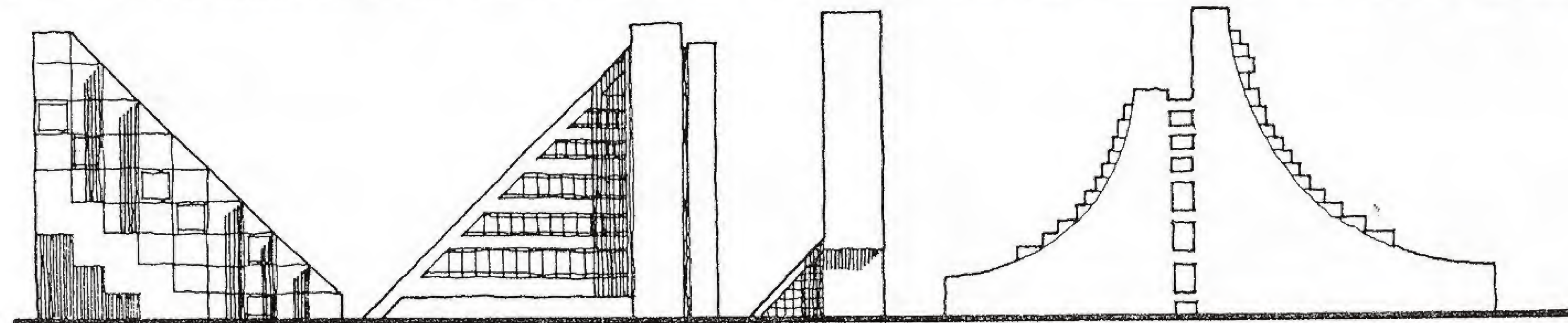
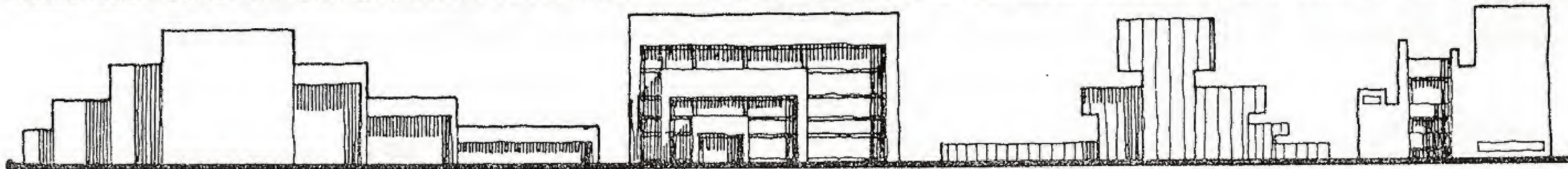
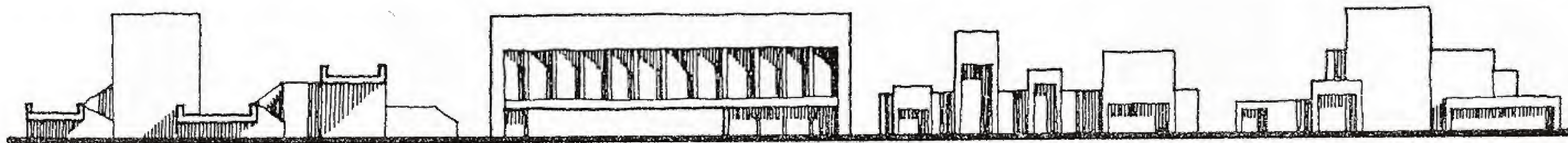
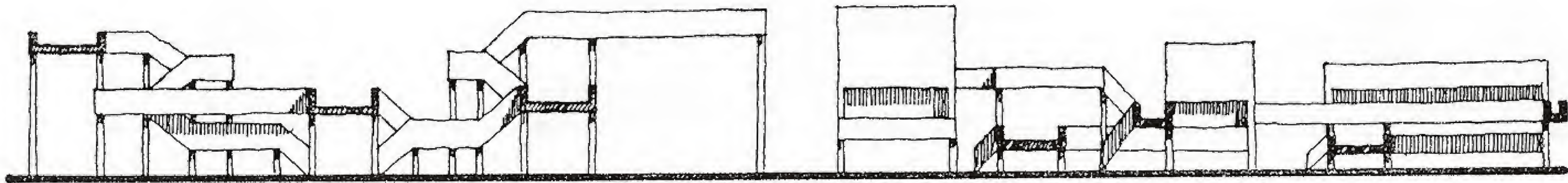
# Building Images in Elevation



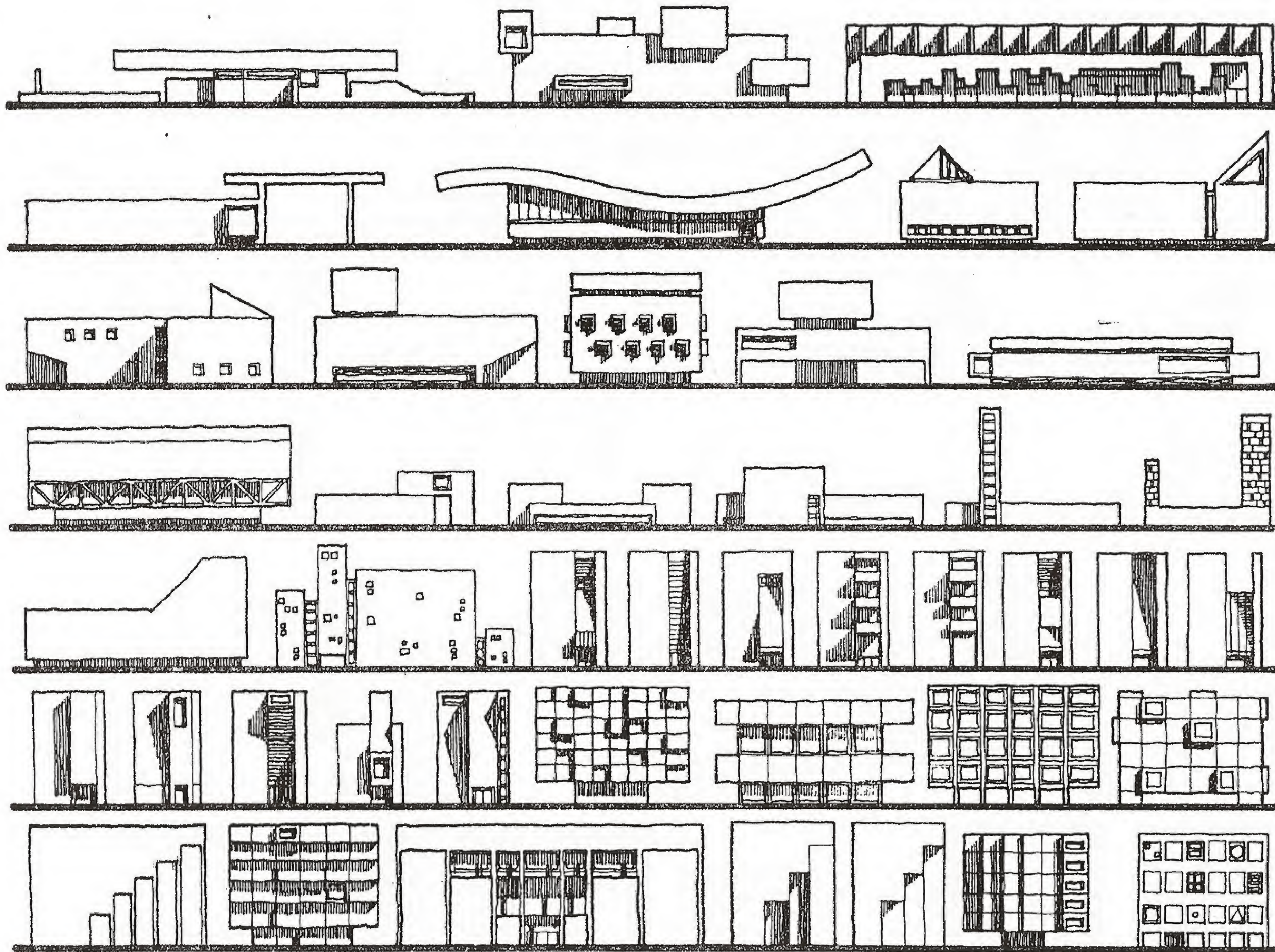




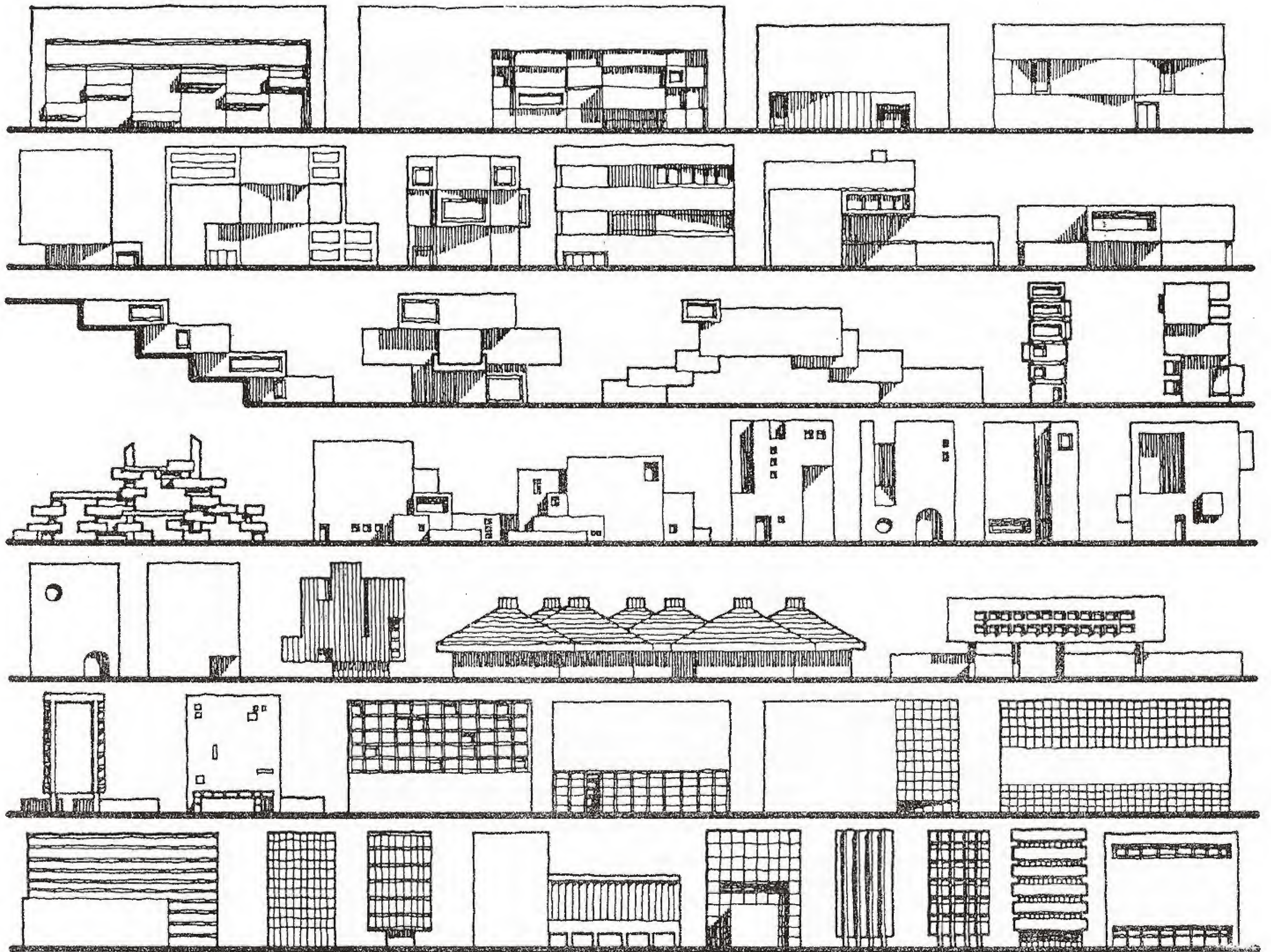




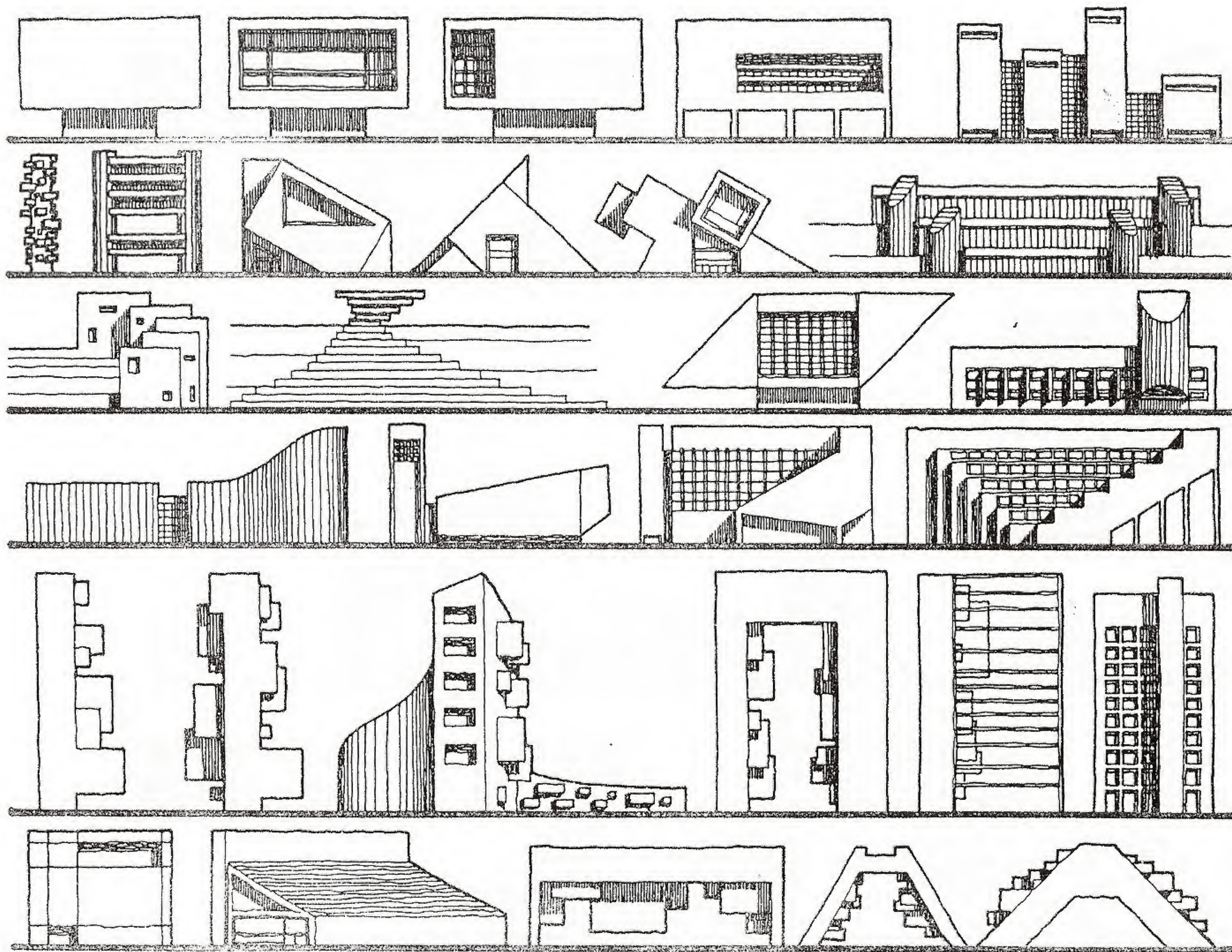




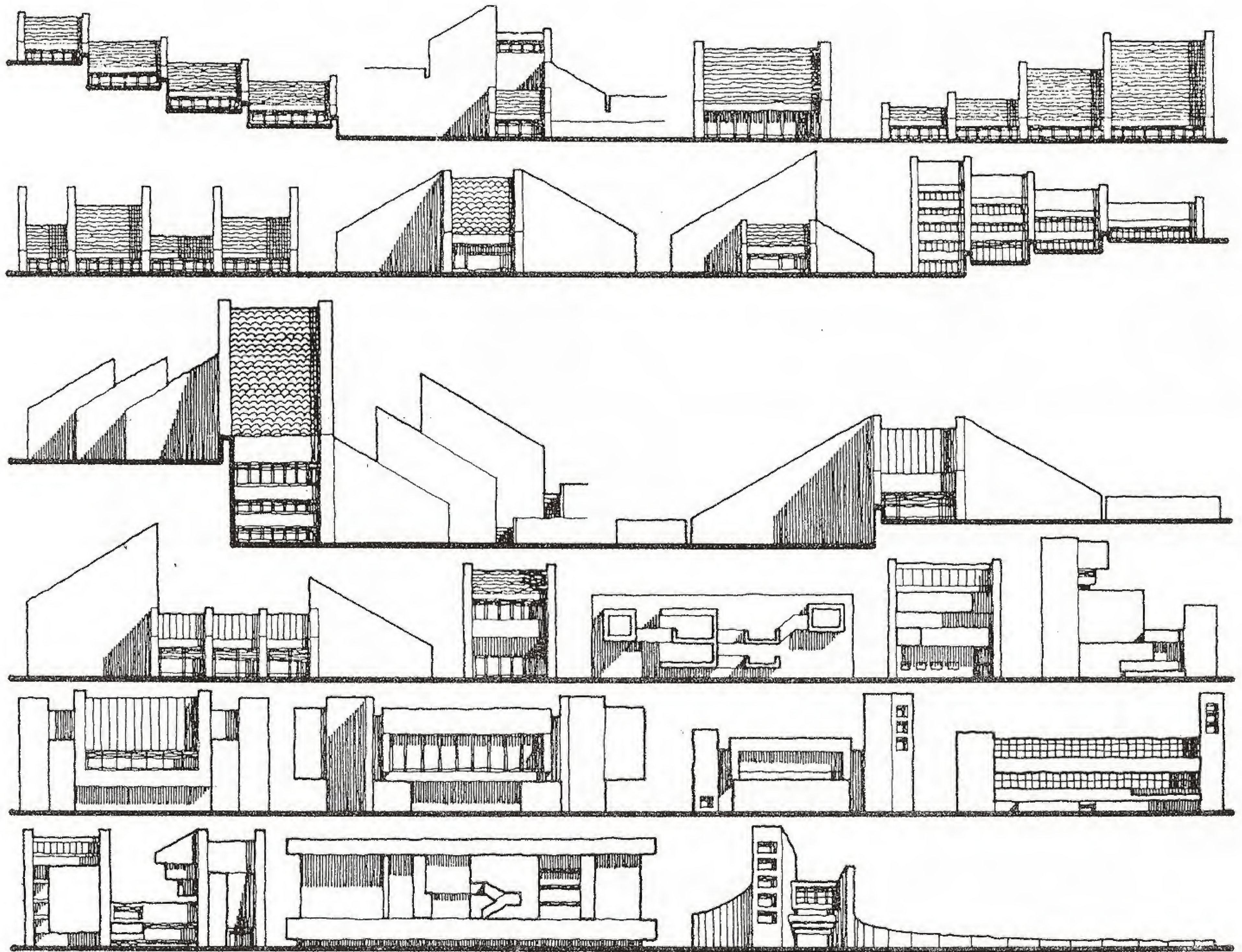




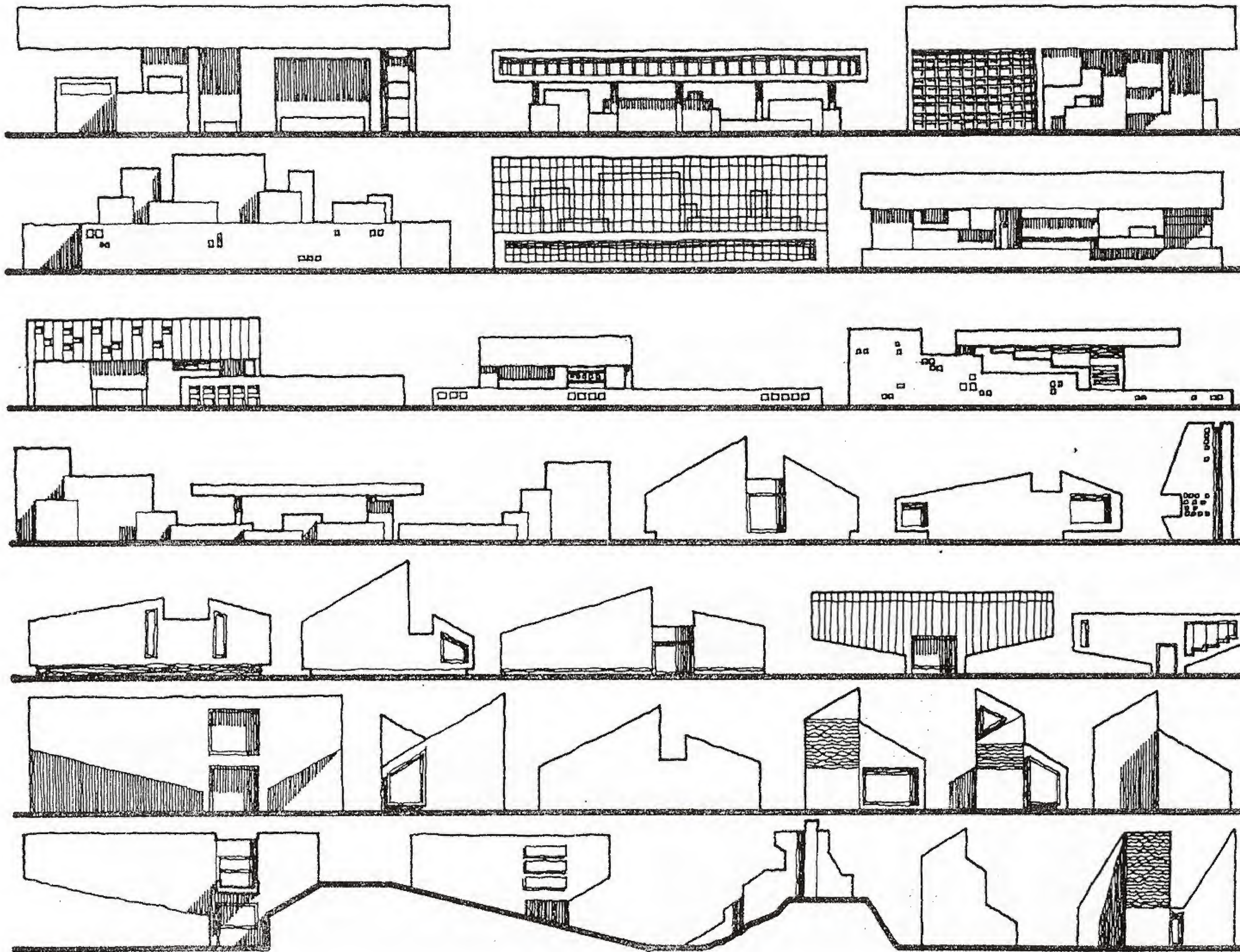




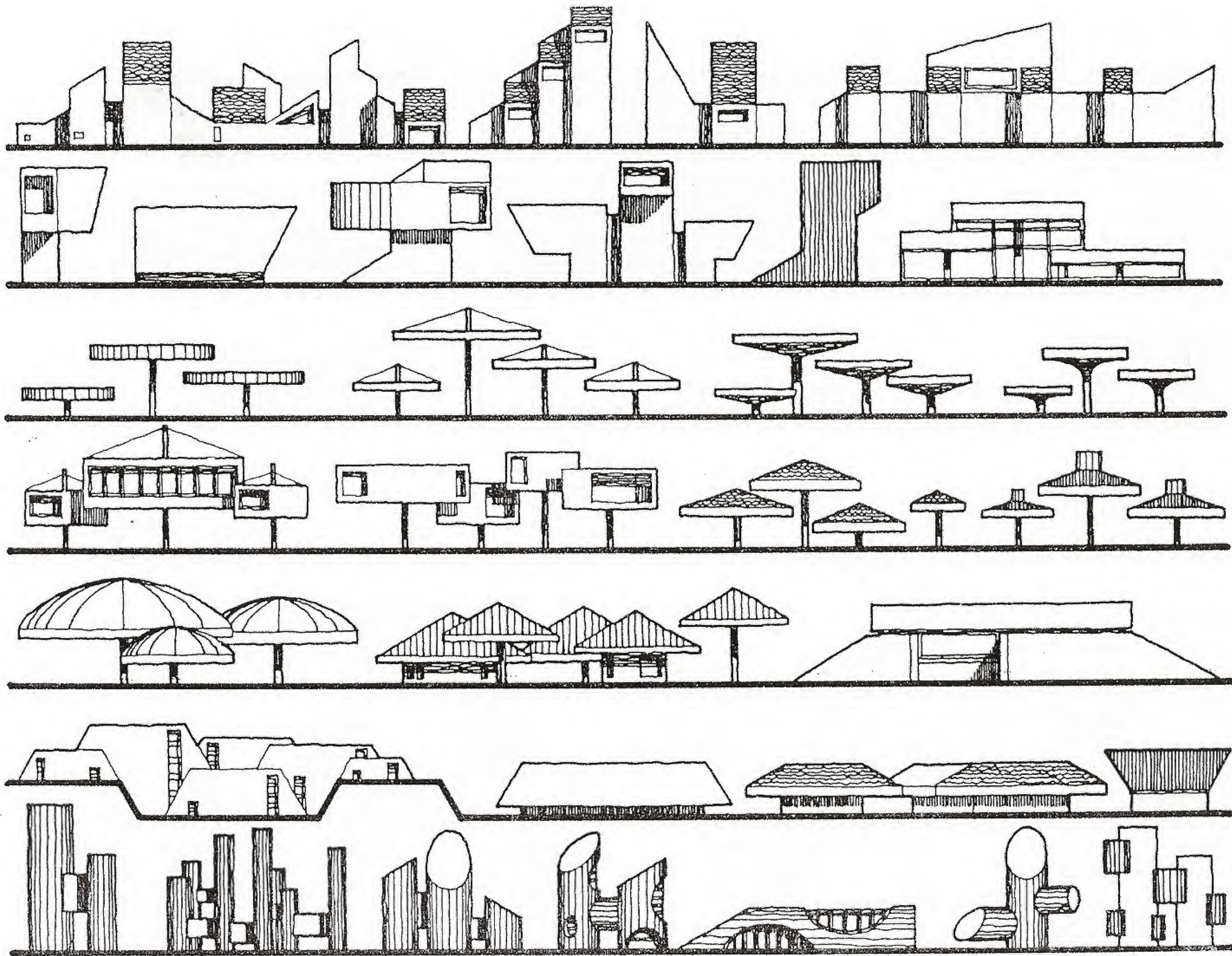




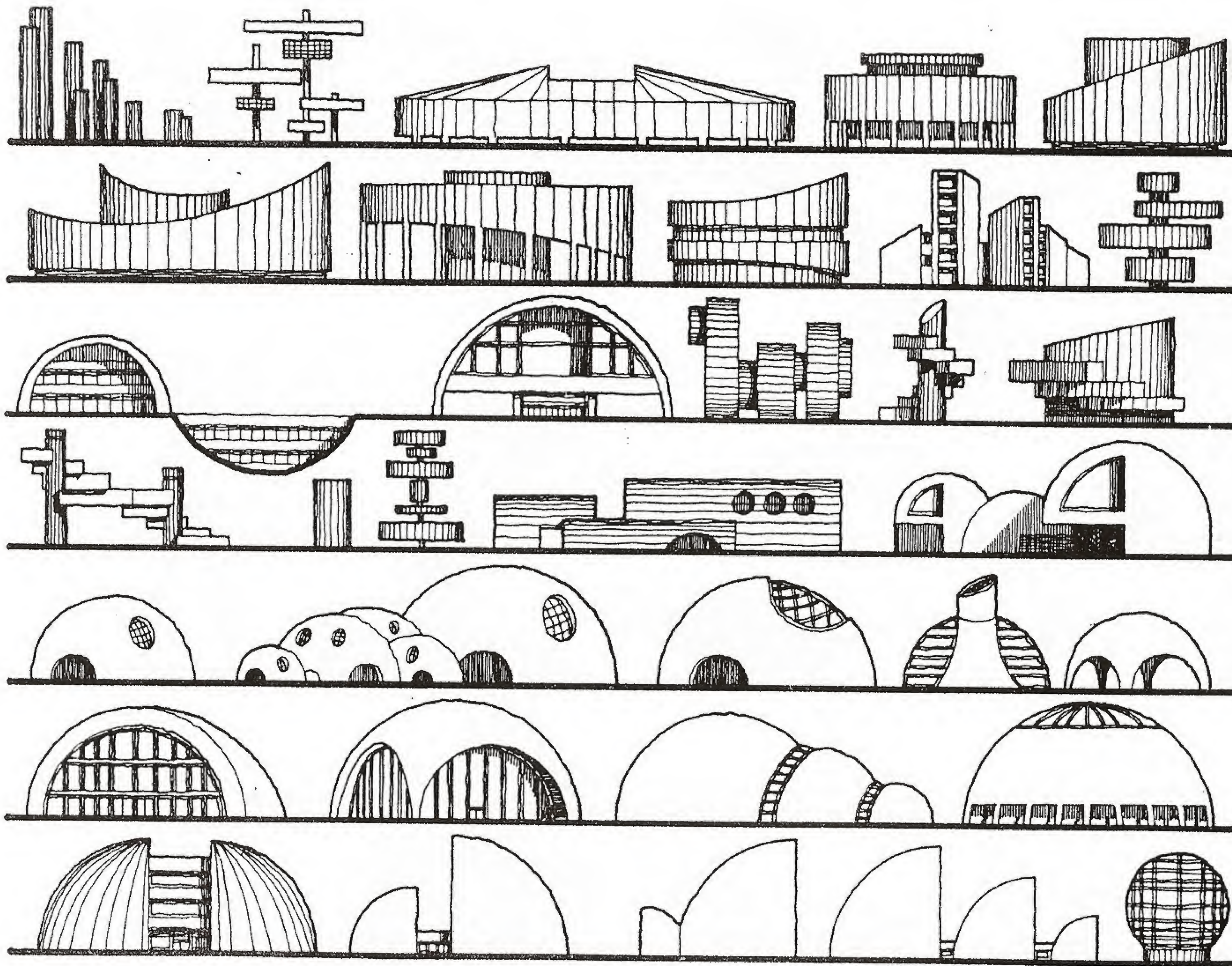




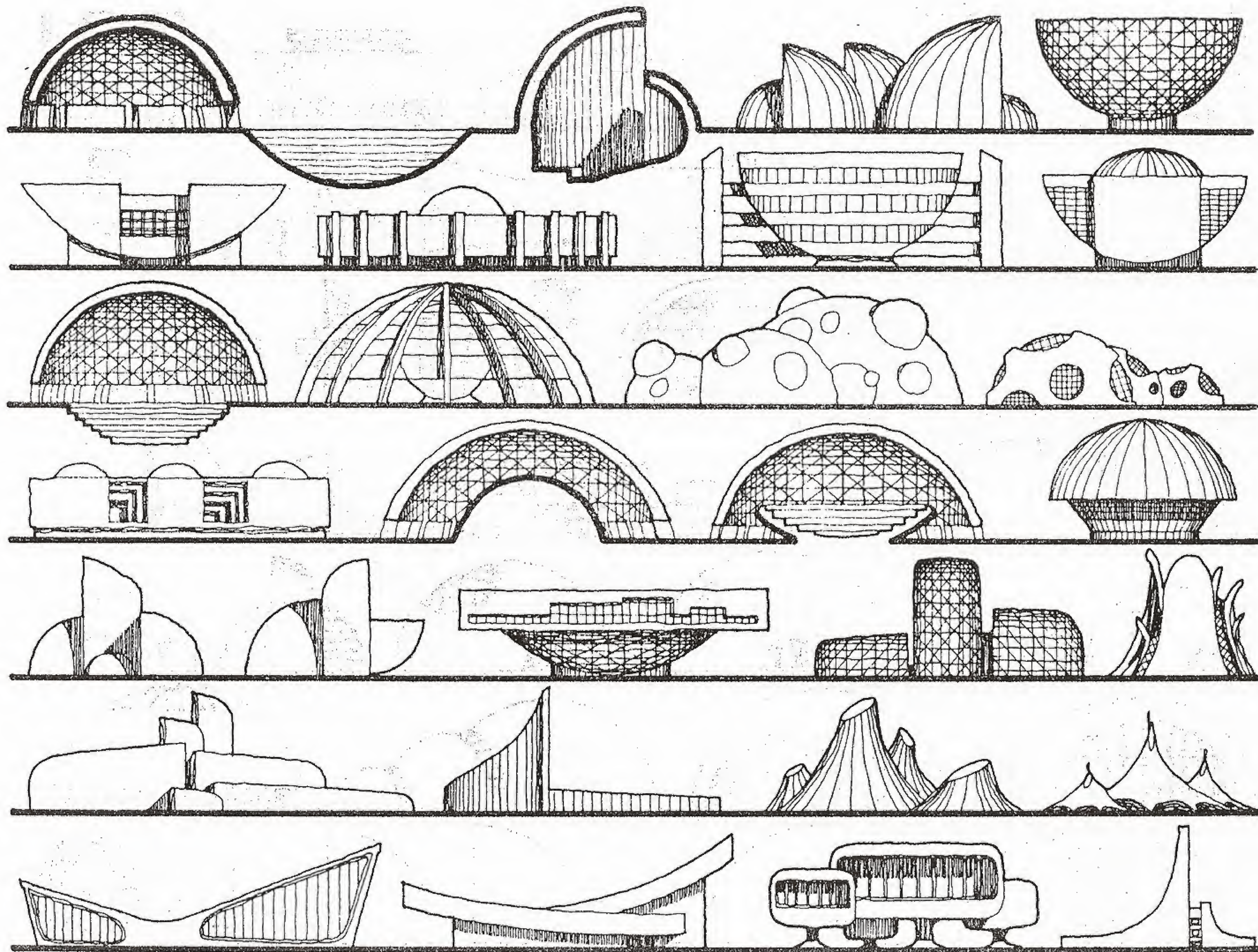




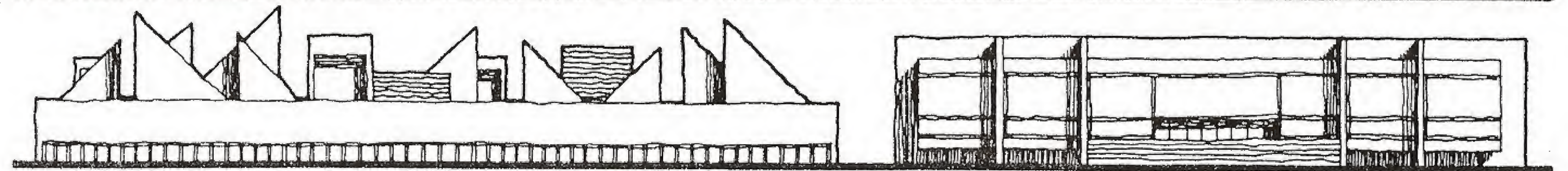
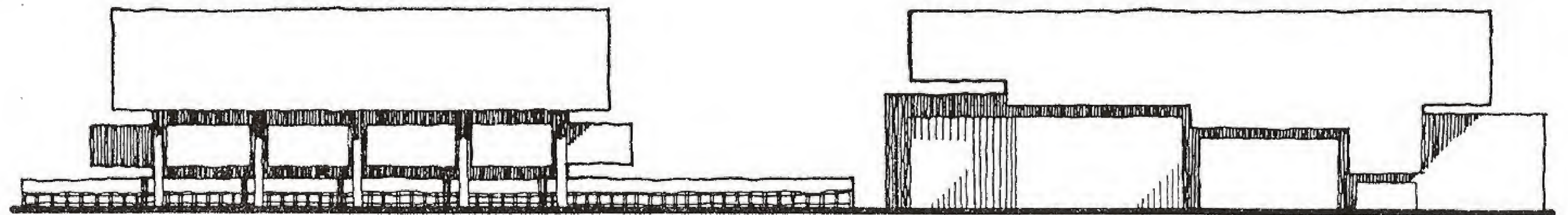
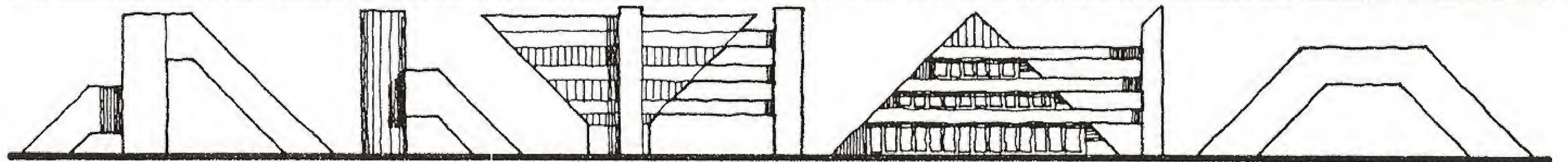
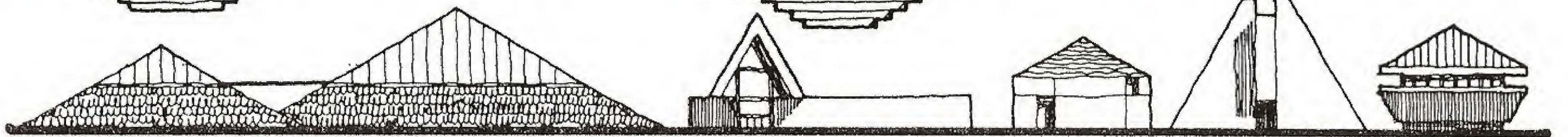
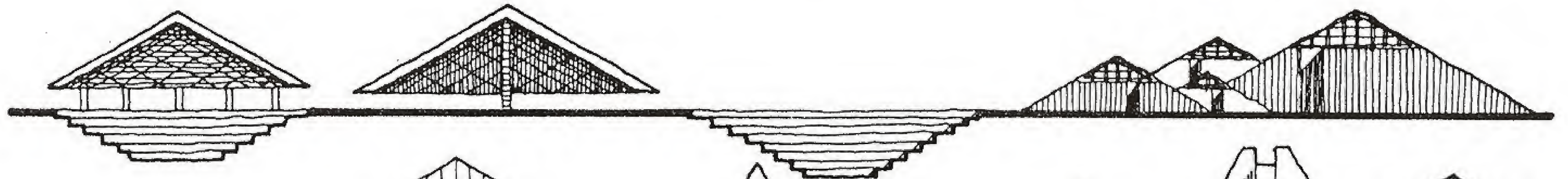
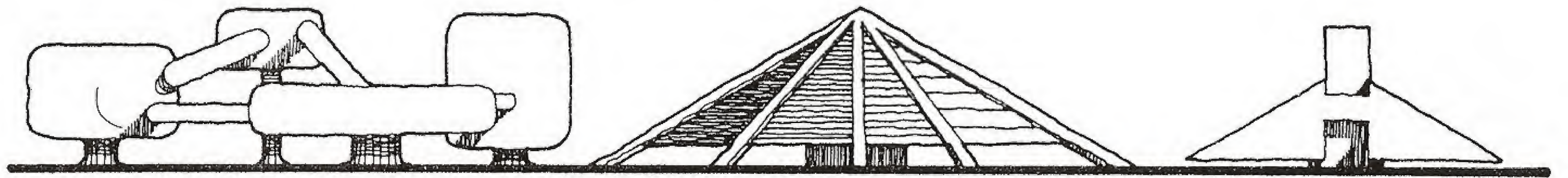












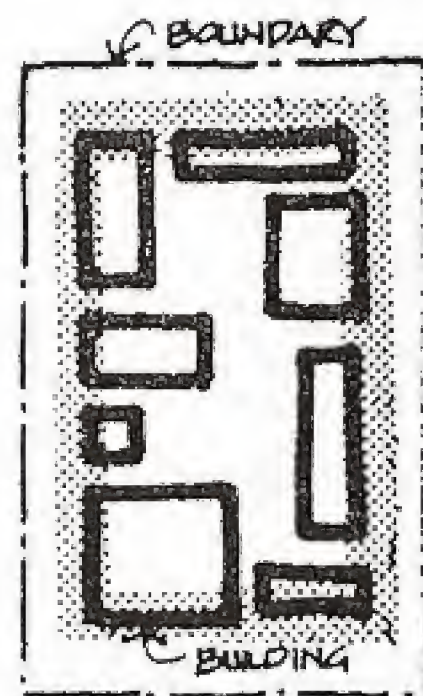


**115**

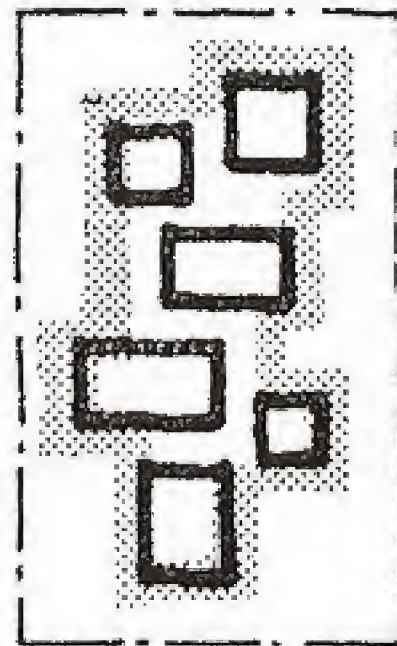
**Response to Context**



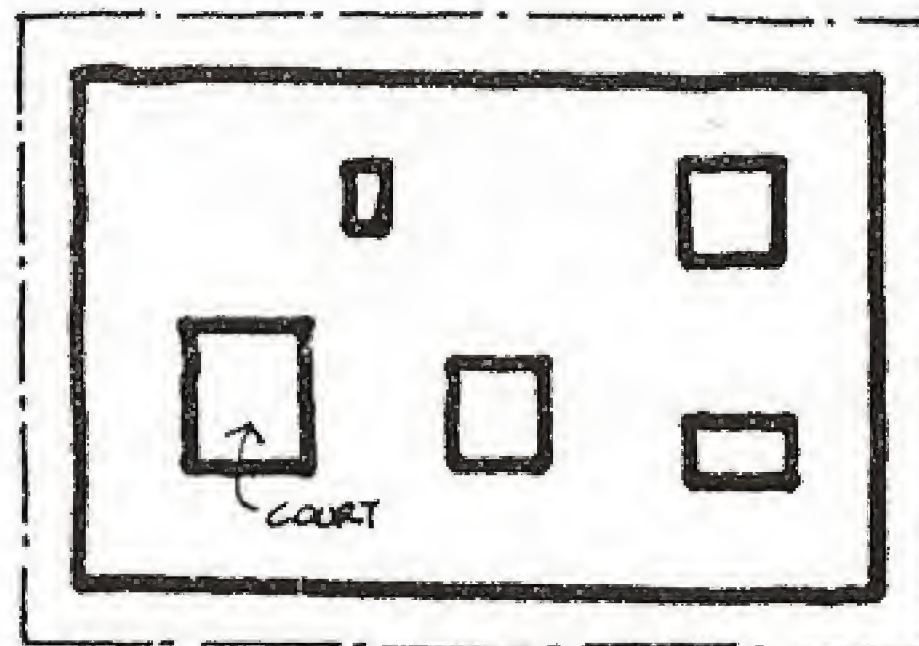
# Property Boundaries



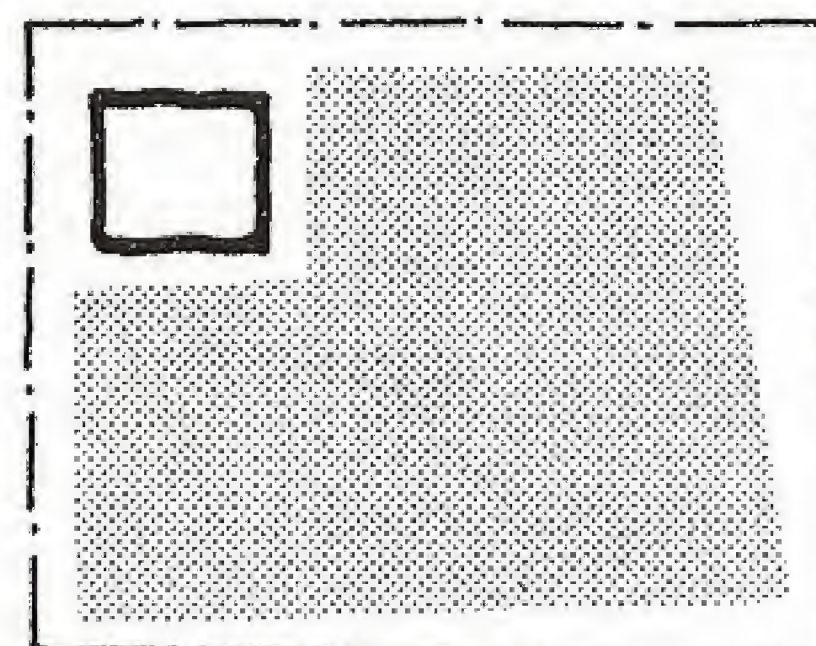
HARD EDGE  
AROUND SITE



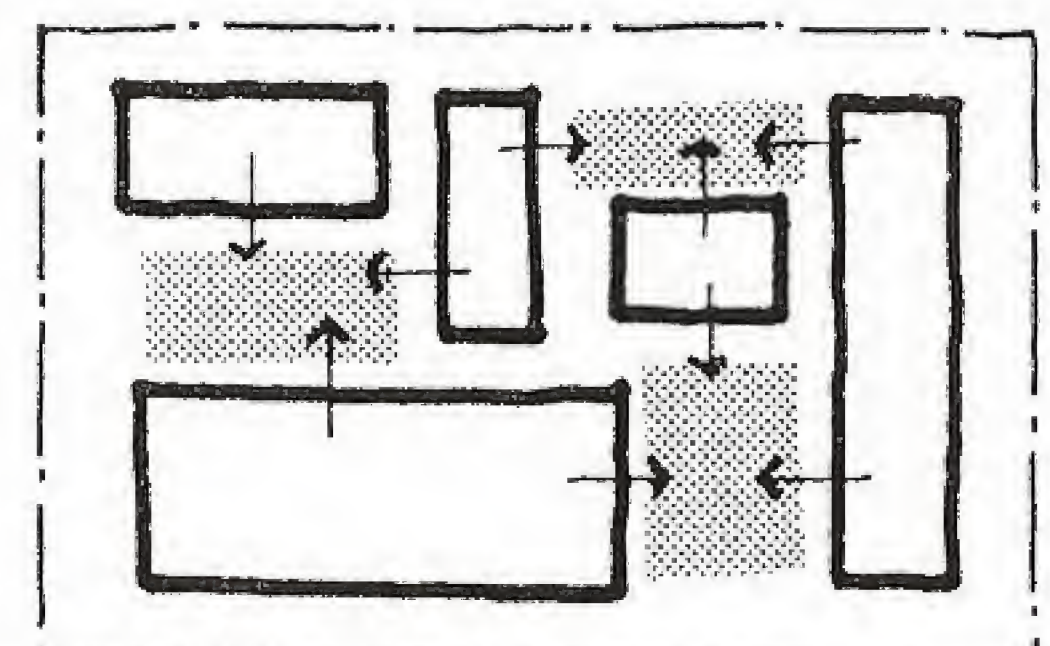
SOFT EDGE  
AROUND SITE



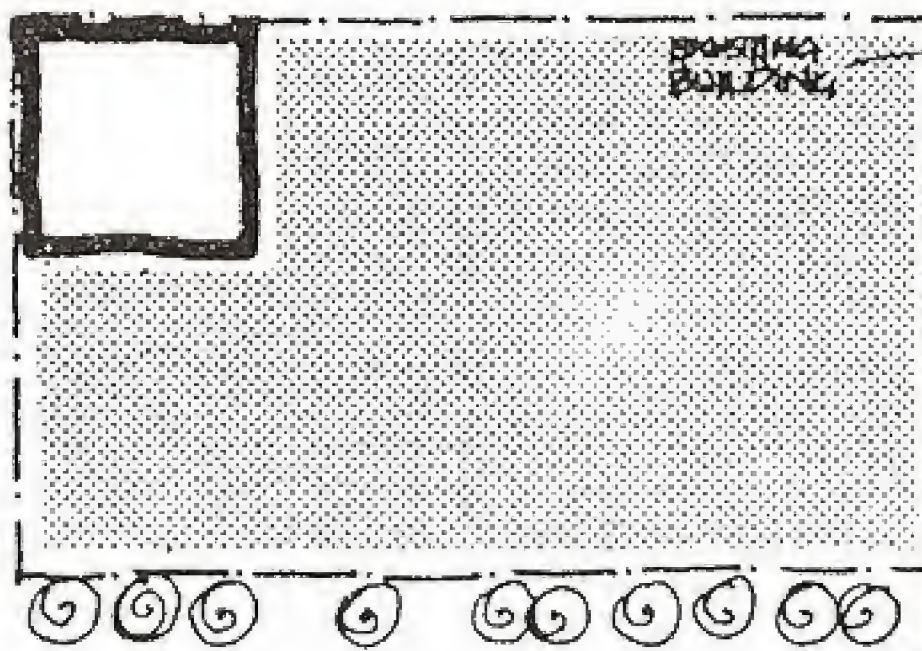
FILL SITE WITH BUILDING • CREATE  
CONTROLLED COURTS WITHIN



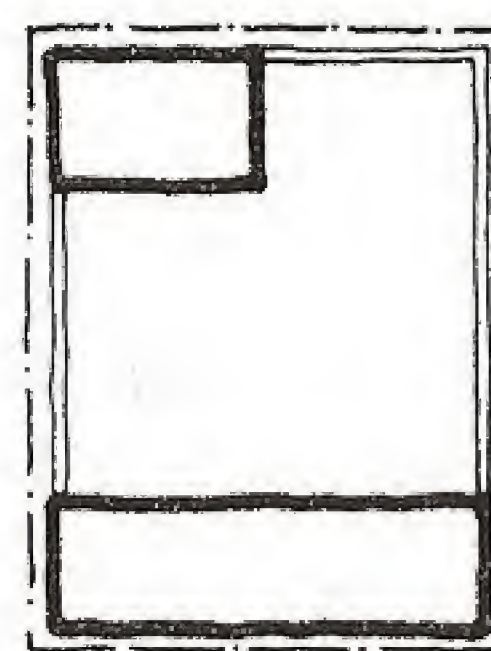
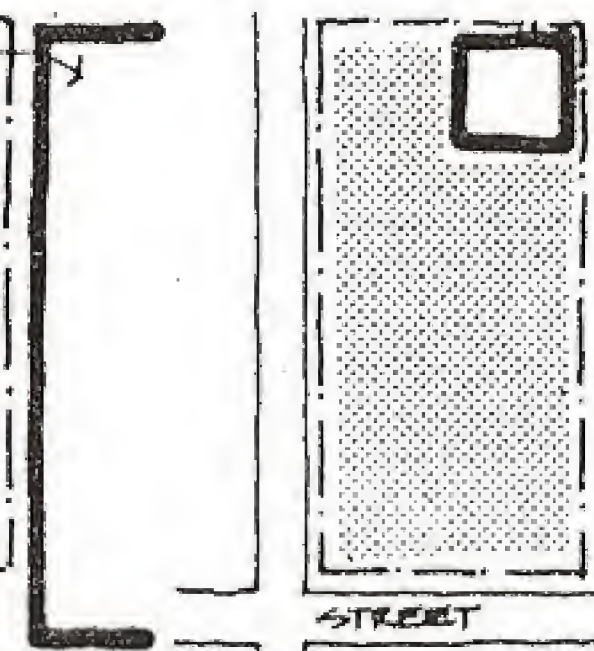
CORNER BUILDING LOCATION FOR  
FLEXIBLE USE OF REST OF SITE



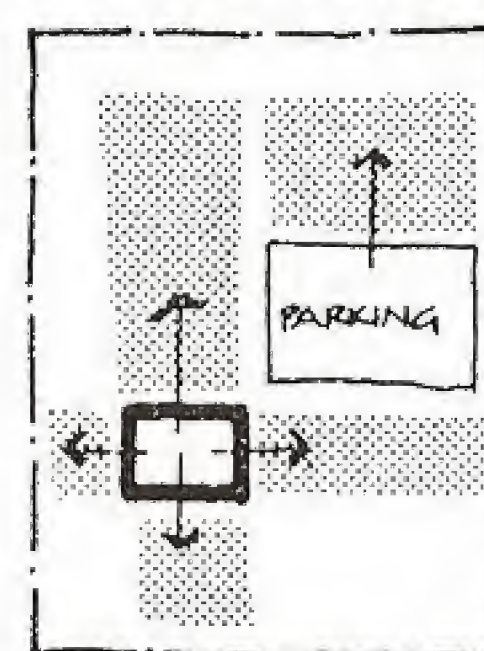
BUILDING PLACEMENT TO CREATE  
EXTERIOR USE AREAS



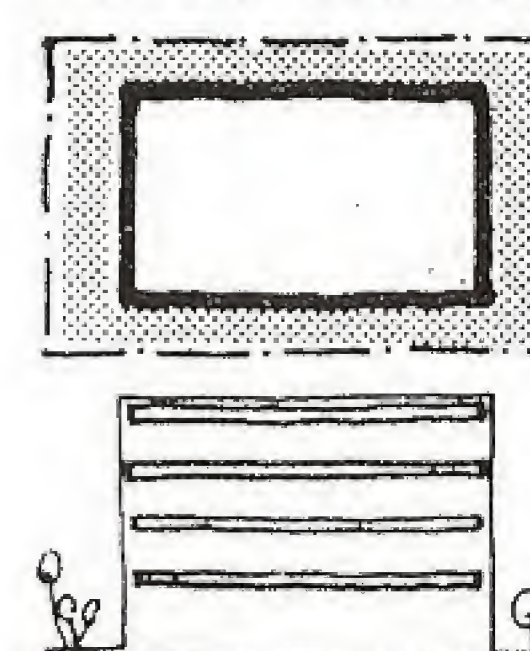
PLACE BUILDING TO DEFINE BOUNDARIES TOGETHER  
WITH EXISTING SITE FEATURES



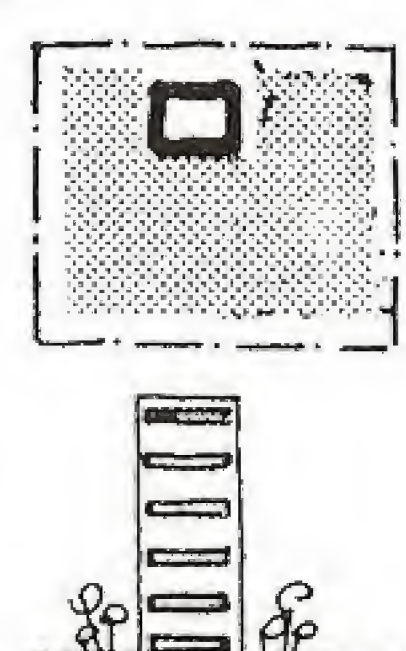
WALL WHOLE SITE  
INTO FORTRESS



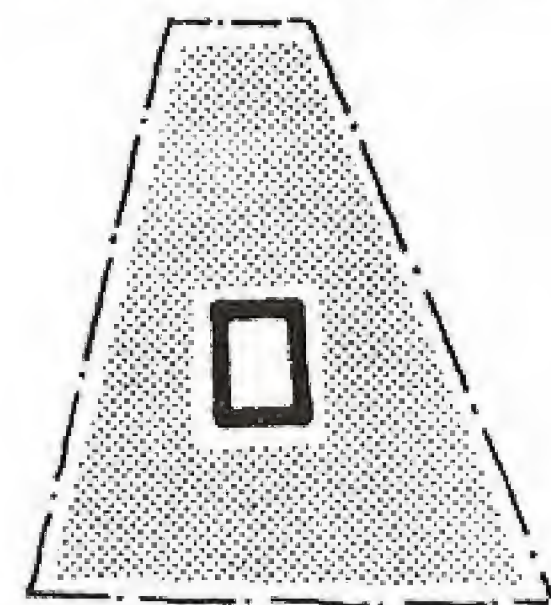
BUILDING PLACED  
FOR GROWTH



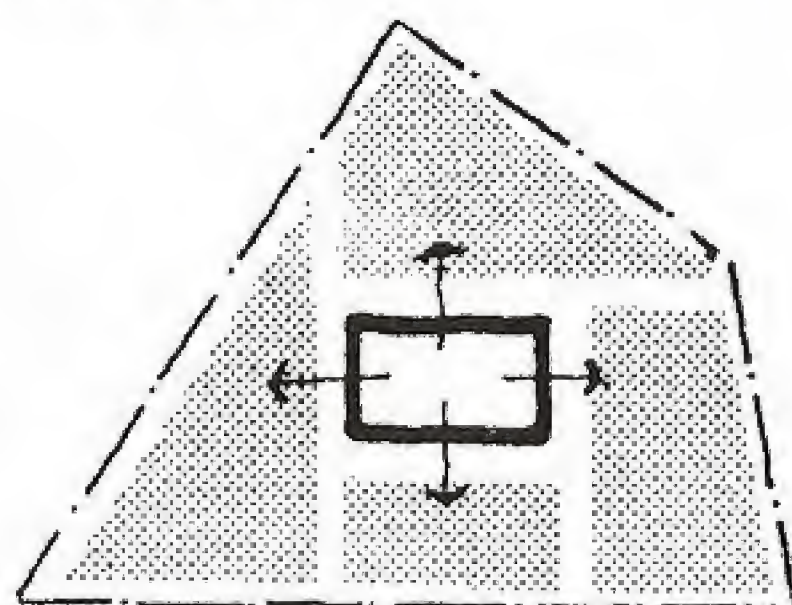
STACK SPACES TO FIT  
BUILDING ON SITE



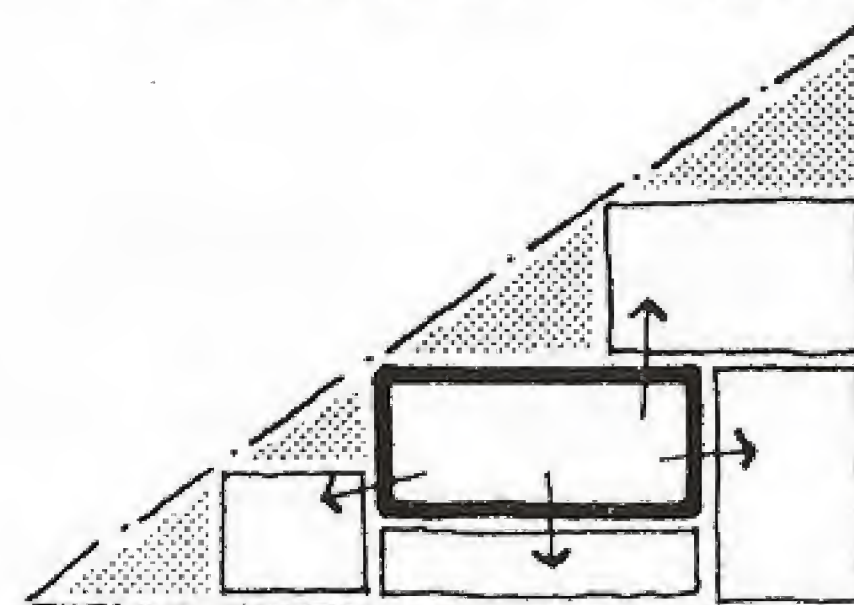
STACK FOR  
OPEN SITE



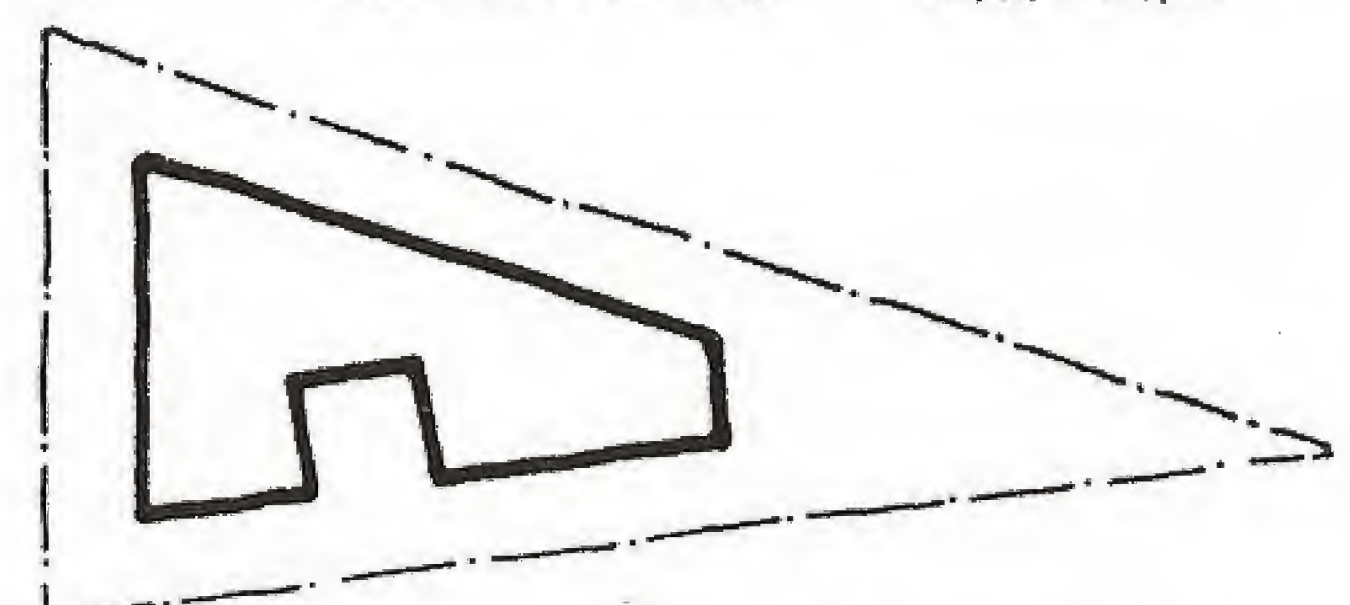
SPACE AS BUFFER  
BETWEEN BUILDING  
AND SITE GEOMETRY



EXTERIOR USE AREA GEOMETRY  
AS TRANSITION BETWEEN  
BUILDING AND BOUNDARIES

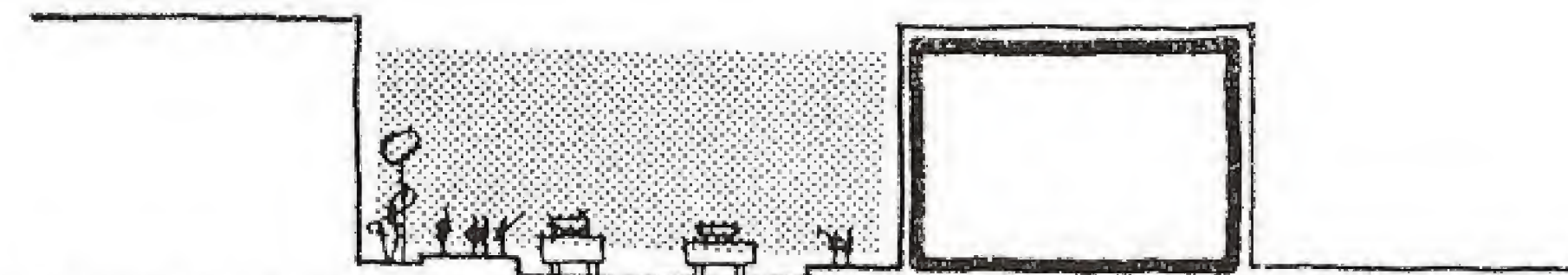


LANDSCAPING AS TRANSITION  
BETWEEN EXTERIOR USE AREAS  
AND BOUNDARIES



BOUNDARY GEOMETRY AS A GENERATOR  
OF BUILDING FORM

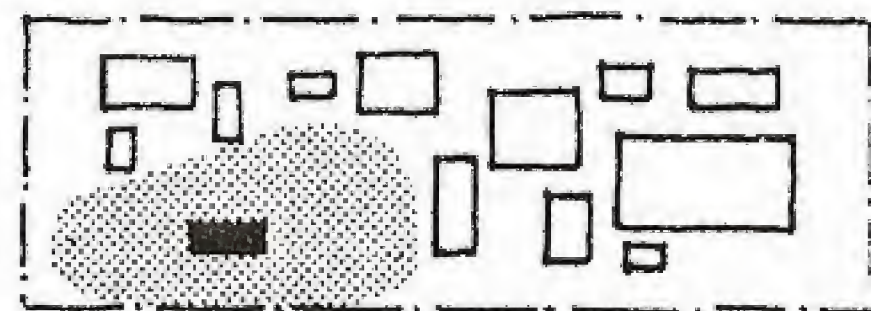




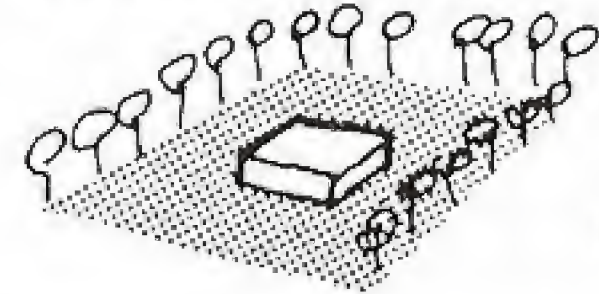
BUILDING AT BOUNDARY TO CONTRIBUTE TO STREET SCALE



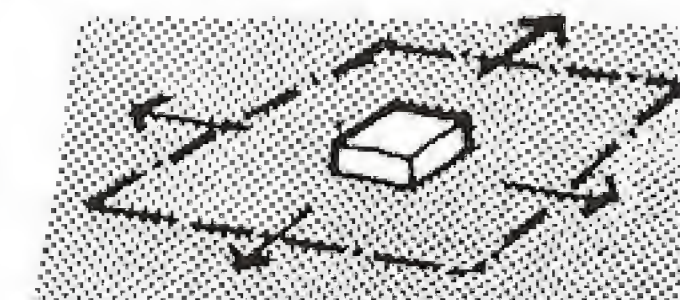
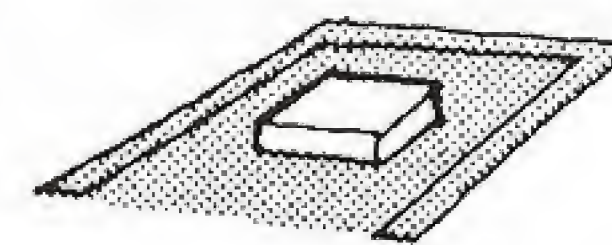
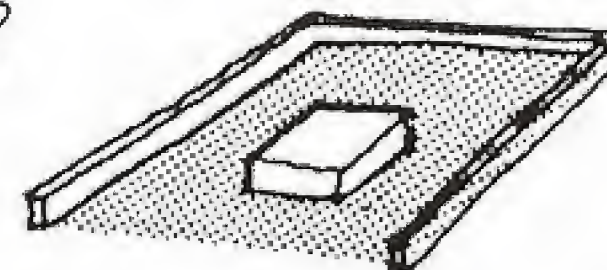
BUILDING SET BACK TO CREATE VISTA FROM STREET



BUILDING IMPORTANCE SHOWN BY AMOUNT OF LAND AROUND IT

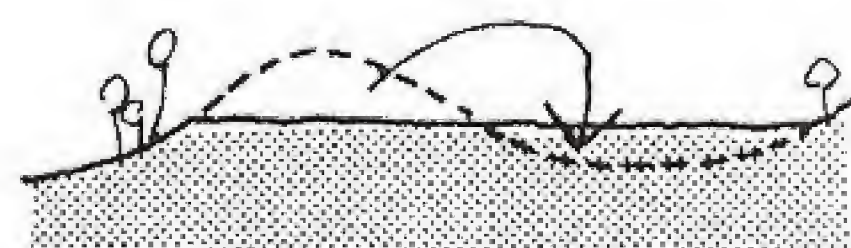


EMPHASIZE BOUNDARIES WITH TREES, WALLS, WALKS

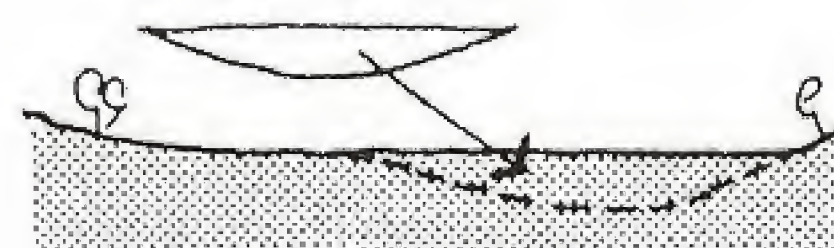


SITE CONTINUITY WITH ADJACENT LAND

## Land Contours



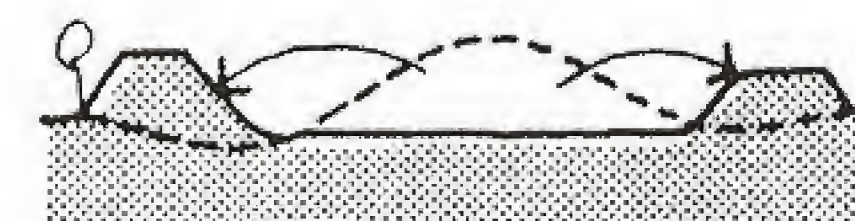
LEVEL SITE WITH CUT AND FILL



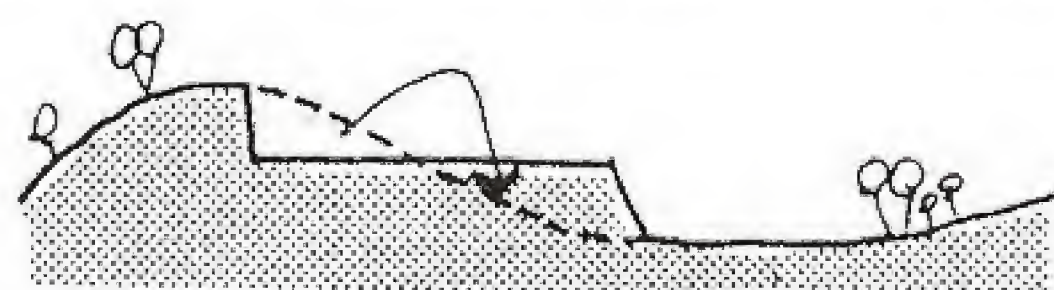
LEVEL WITH IMPORTED FILL



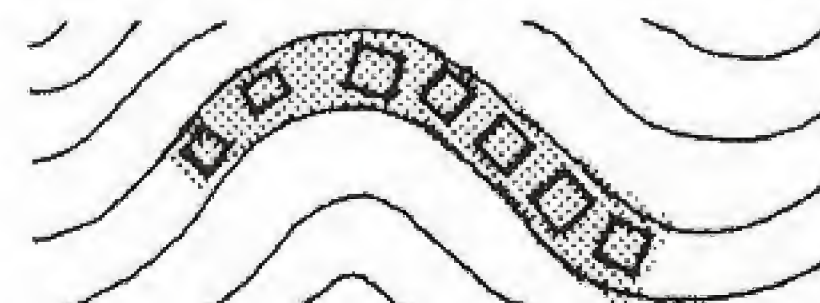
LEVEL WITH CUT AND REMOVE



CUT AND MAKE LAND FORMS



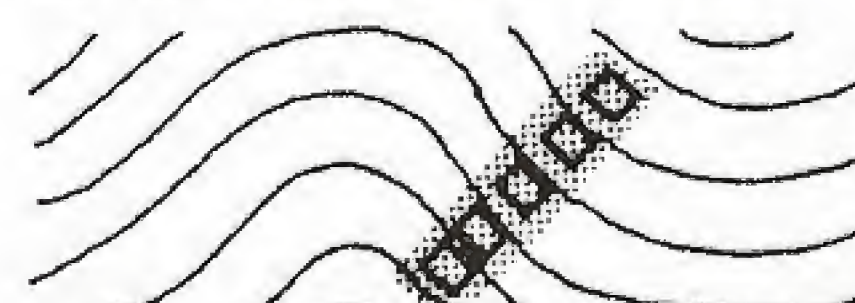
CUT = FILL FOR BUILDING PLATFORM



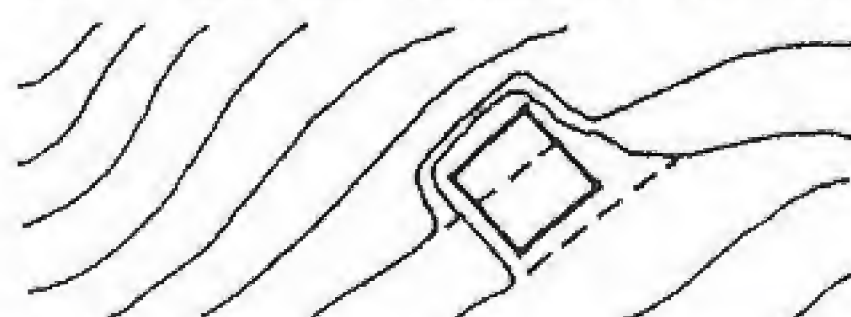
CONFORM BUILDING TO CONTOURS



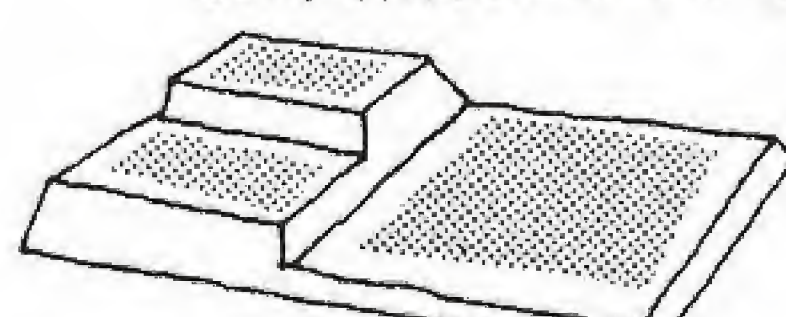
DIAGONAL RELATIONSHIP



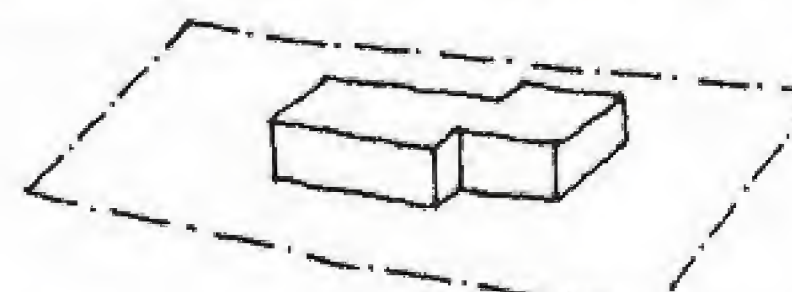
PERPENDICULAR RELATIONSHIP



NOTCH FOR BUILDING PLATFORM



SCULPT LAND INTO USE ZONES

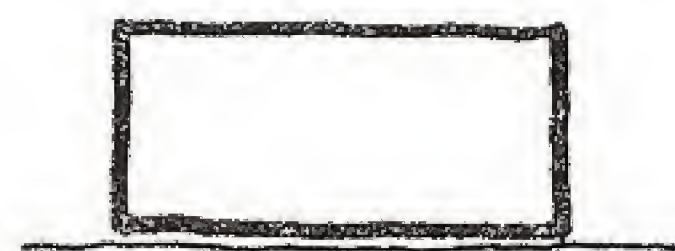


BUILDING AS OBJECT ON SITE



BUILDING AS INTEGRAL WITH SITE

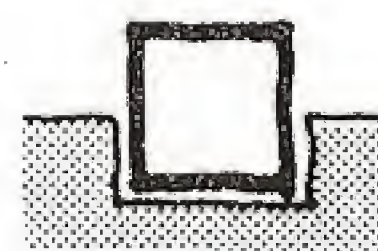




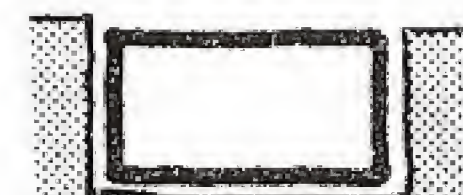
BUILDING ON GROUND



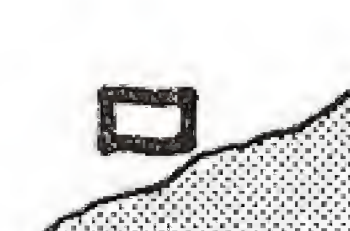
OVER GROUND



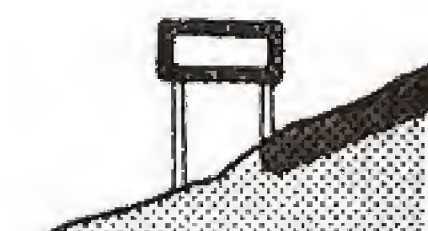
IN GROUND



UNDER GROUND



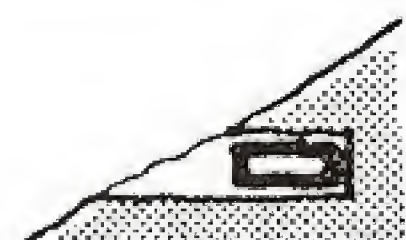
ON SLOPE



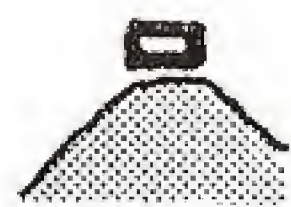
OVER SLOPE



IN SLOPE



UNDER SLOPE



ON HILL



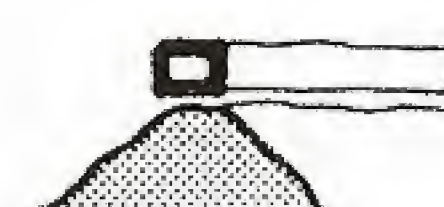
OVER HILL



IN HILL



UNDER HILL



ALONG RIDGE



HALF WAY DOWN



AT BASE



IN VALLEY



BRIDGING VALLEY



OVER VALLEY



ABOVE VALLEY



BUILD AROUND HILL



BUILD ON FLAT GROUND FOR SIMPLICITY OF CONSTRUCTION



BUILD ON POOR LAND SINCE CONSTRUCTION WILL SCAR SITE



LEAVE FLAT AREAS FOR PARKING AND PLAYGROUND



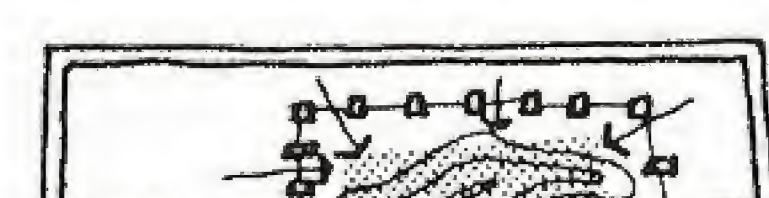
BUILDING ADJACENT TO HILL TO FORM EXTERIOR USE AREA



AVOID HILL PHYSICALLY, RELATE TO VISUALLY



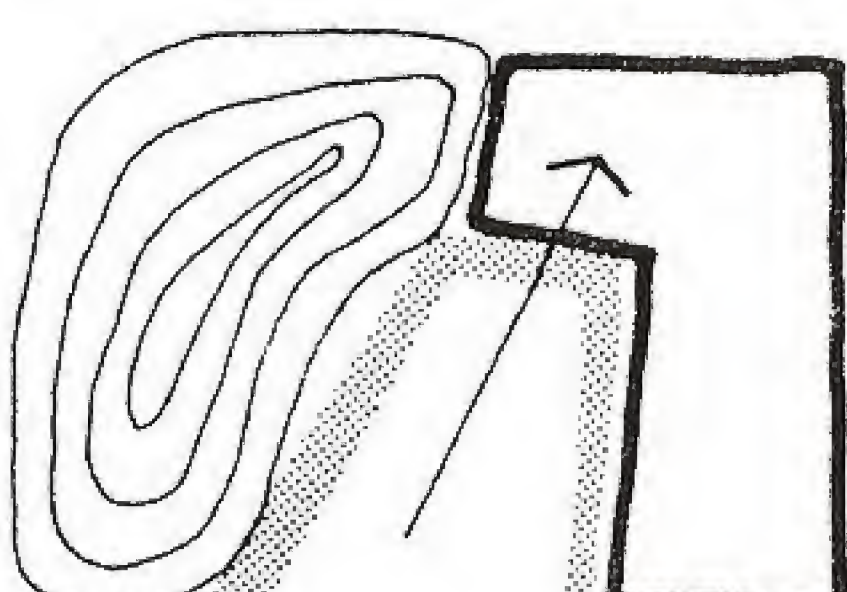
AVOID PHYSICALLY & VISUALLY



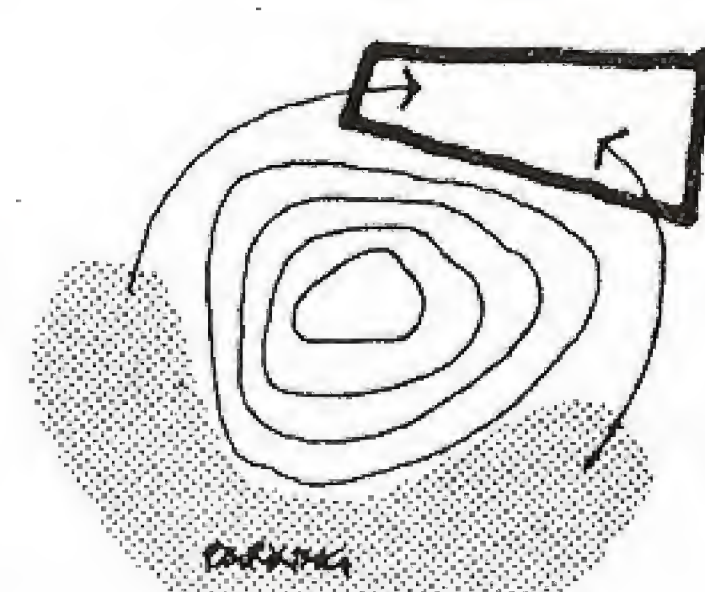
ENCLOSE HILL AND MAKE A FEATURE



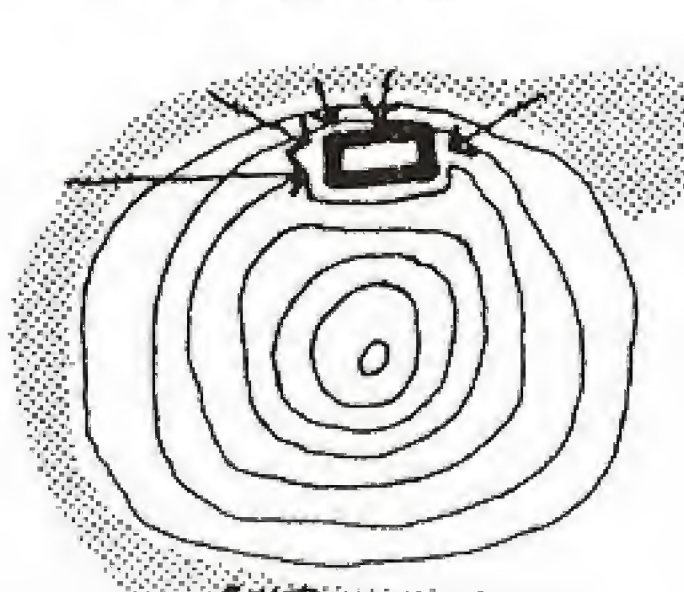
USE AS A SCREENING DEVICE



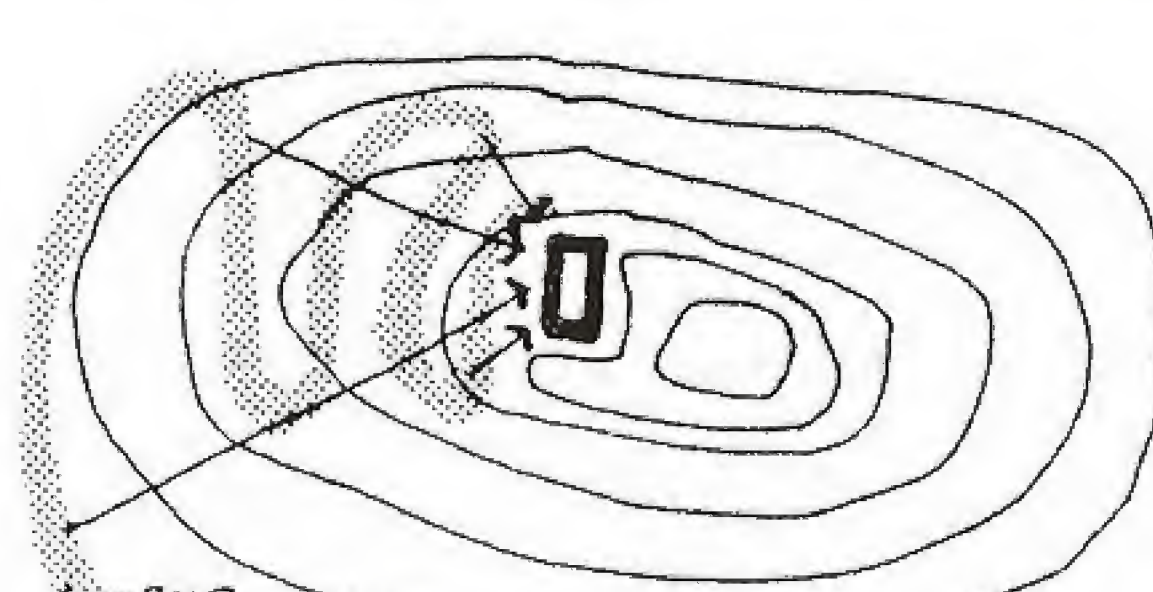
USE HILL WITH BUILDING TO FORM ENTRY SPACE



WALK AROUND HILL TO BUILDING FROM PARKING



DRIVE AROUND HILL TO VIEW OF BUILDING



USE SWITCHBACKS TO PRESENT DIFFERENT VIEWS OF THE BUILDING

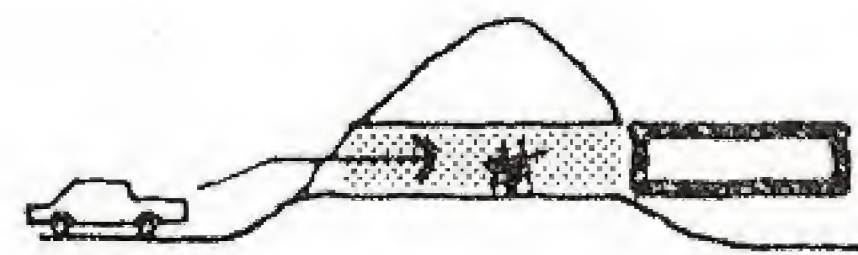




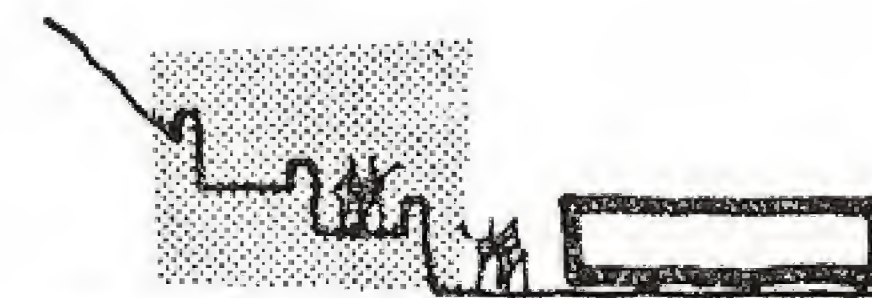
PARK AT TOP • WALK DOWN



NOTCH HILL FOR ENTRY



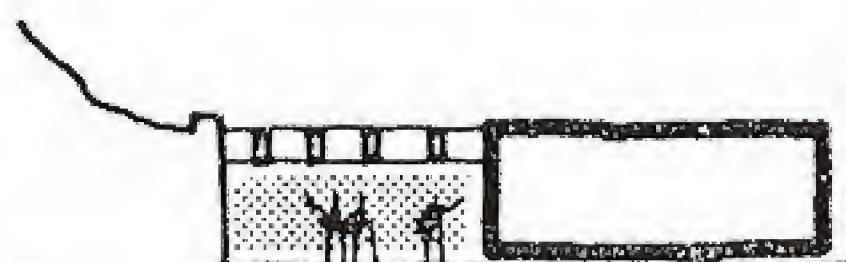
PARK AND ENTER THRU TUNNEL



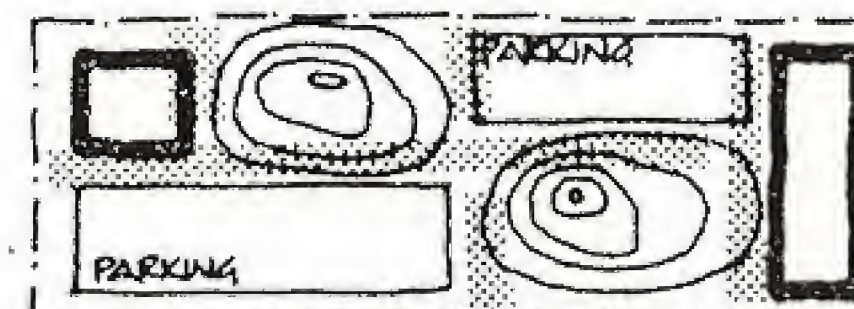
DEVELOP FOR EXTERIOR USE



PARK AT BASE • WALK UP



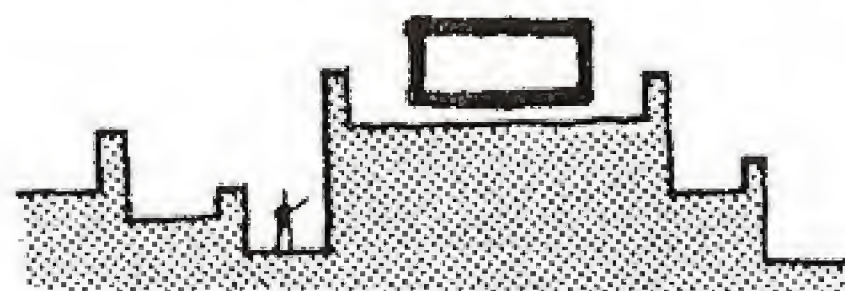
BUILD INTO HILL FOR COURT



USE HILLS TO ZONE SITE USE



ARTICULATE HILL AS USE ZONE



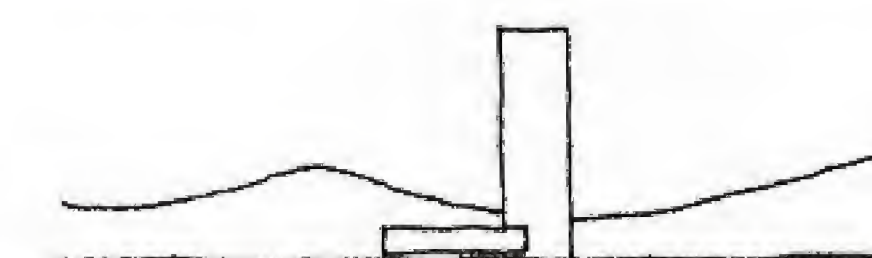
FORCE LAND TO FIT PROJECT



LEAVE LAND AS IS



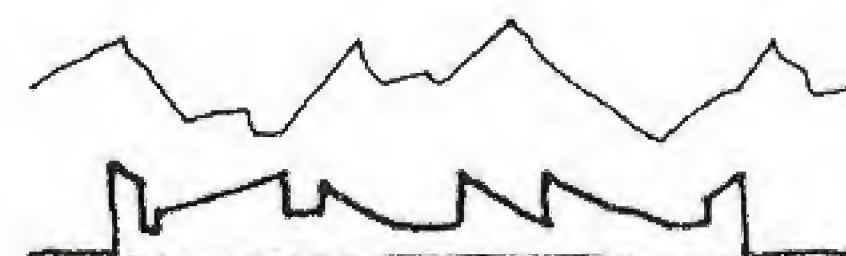
HILL AS BUILDING BACKDROP



BUILDING AS HILL COUNTERPOINT



REINFORCE HORIZONTAL HILL PROFILE



BUILDING PROFILE = HILL PROFILE



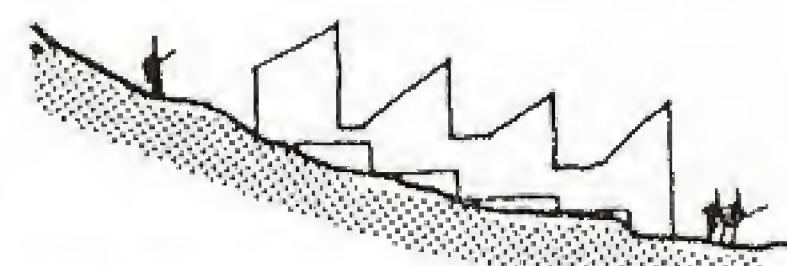
CONTRAST HILL PROFILE



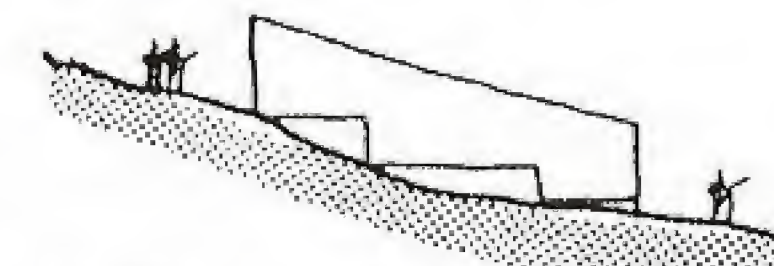
BUILDING SOLID/VOID = HILL SOLID/VOID



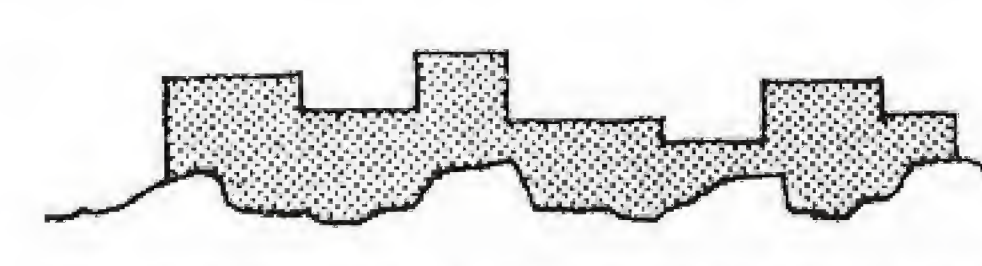
BUILDING SOLID/VOID AS CONTRAST



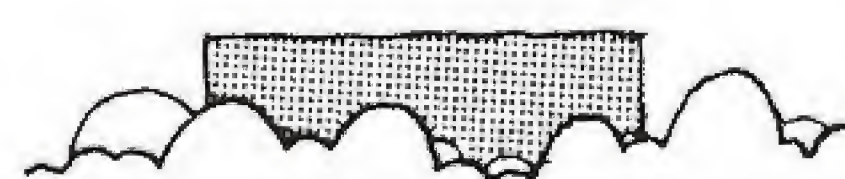
CONTRAST SLOPE WITH PROFILE



MIMIC SLOPE WITH PROFILE



RELATE BUILDING PROFILE TO LAND



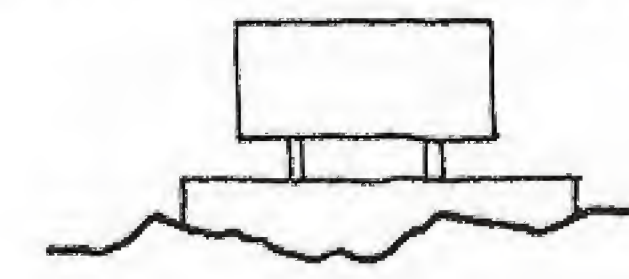
CONTRAST PROFILE WITH LAND



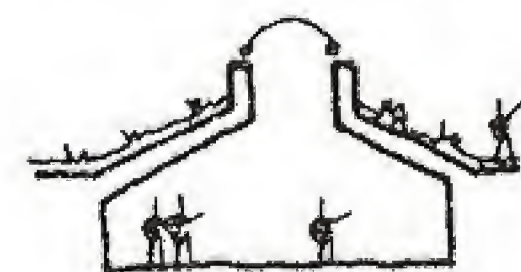
INTERFACE NATURAL CONTOURS WITH BUILDING



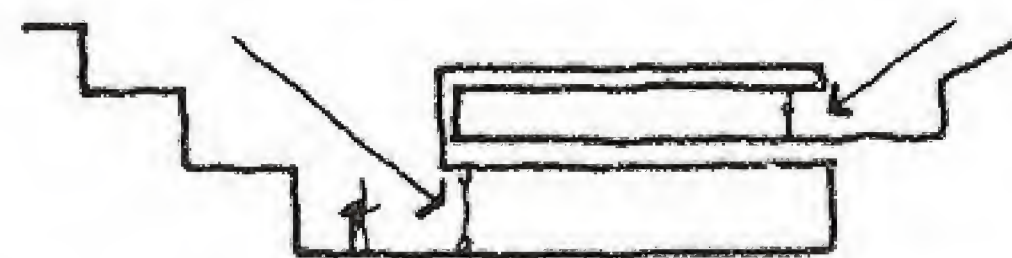
SCULPT CONTOUR INTERFACE



PEDESTAL AS INTERFACE TRANSITION



EARTH AS A ROOF



LIGHT ACCESS FOR SUNKEN BUILDINGS



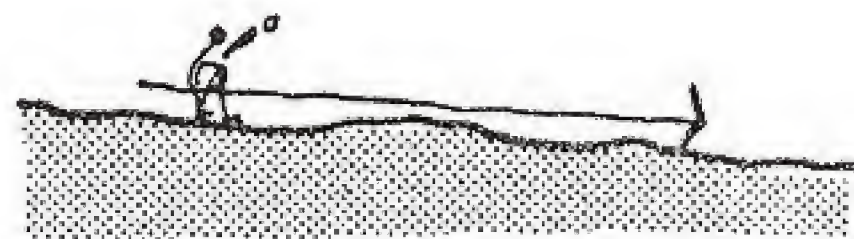
STAGGER FLOORS FOR GRADE ACCESS



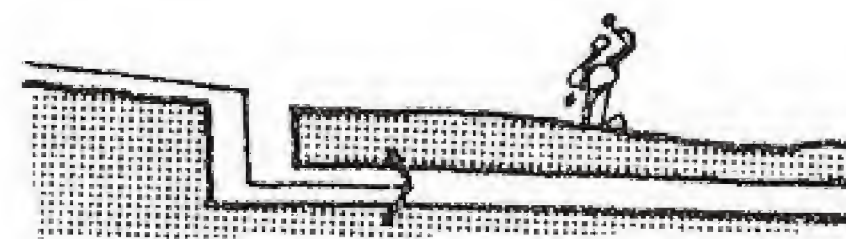
BUILDING AS A MIRROR



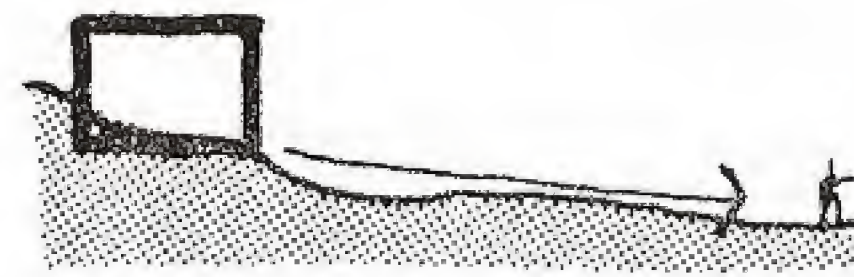
# Surface Drainage



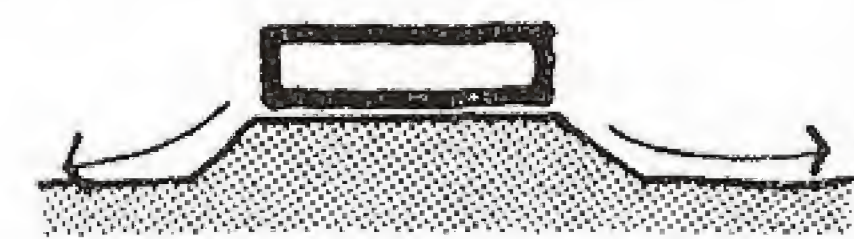
SURFACE DRAINAGE SYSTEM



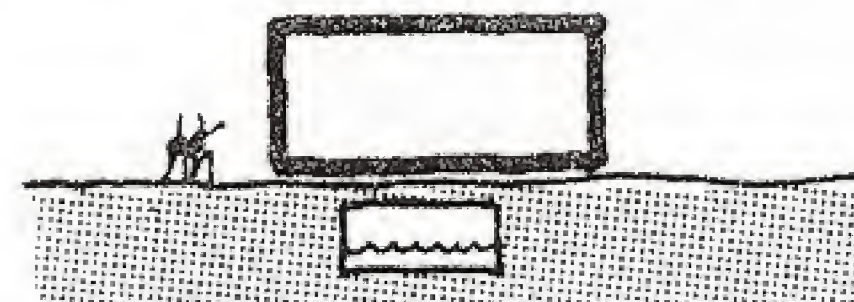
UNDERGROUND SYSTEM



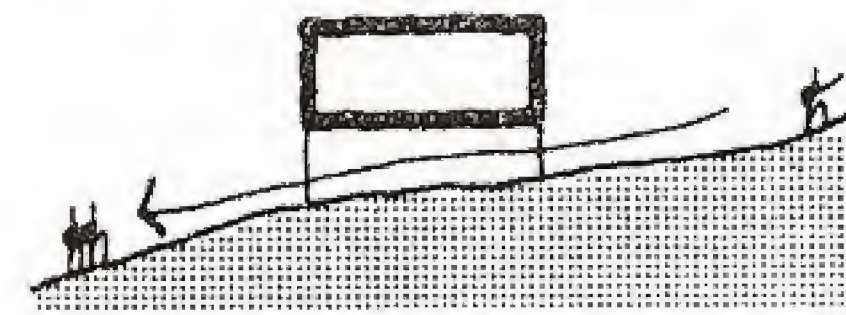
PUT BUILDING ON HIGH GROUND



RAISE BUILDING ON MOUND



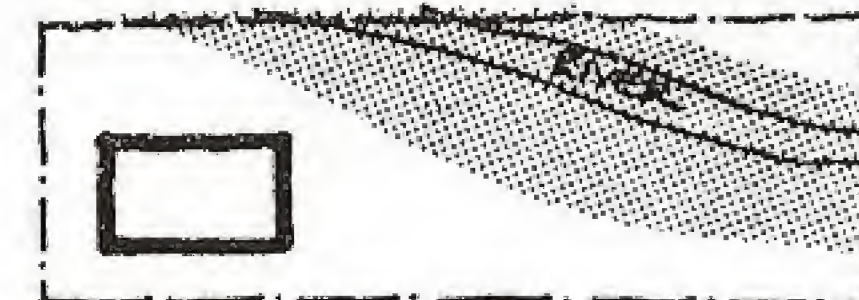
DRAINWAY BELOW BUILDING



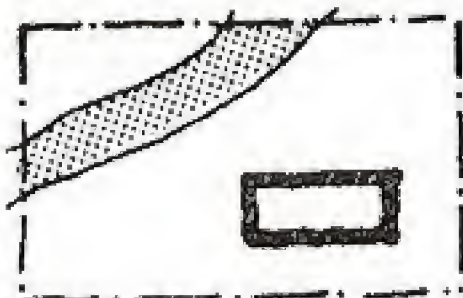
RAISE BUILDING TO ALLOW DRAIN



DIVERT DRAINAGE WITH WALL



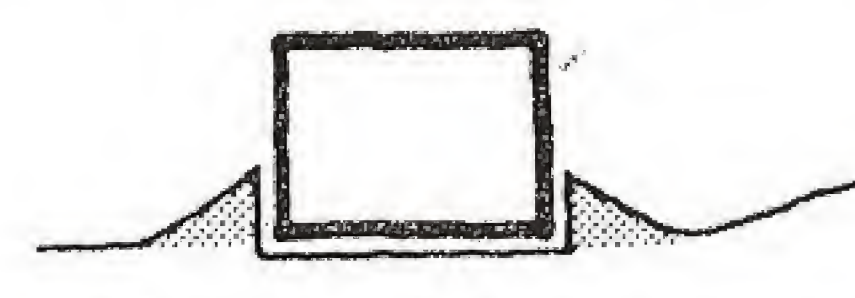
AVOID FLOOD PLAINS



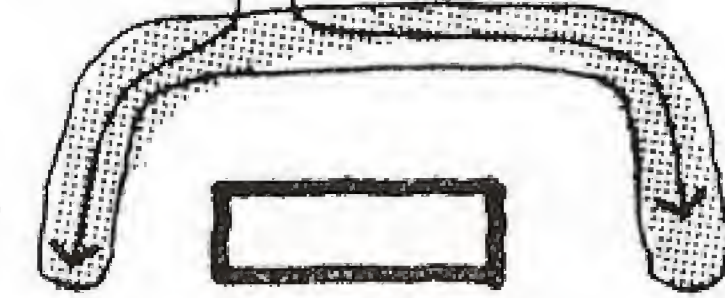
AVOID GULLIES



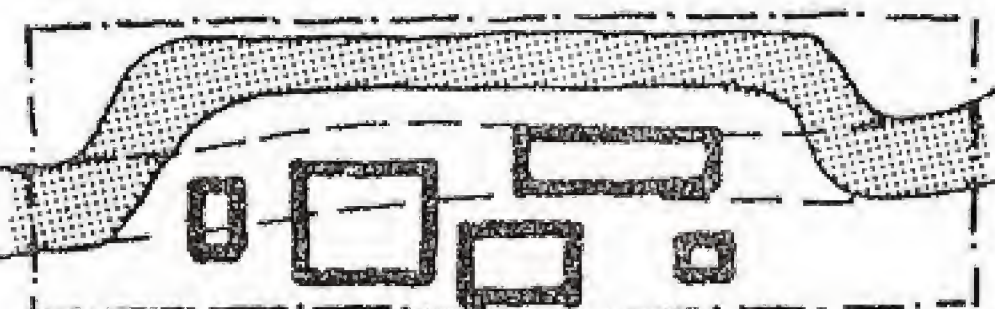
AVOID SUNKEN AREAS THAT CAN'T BE DRAINED



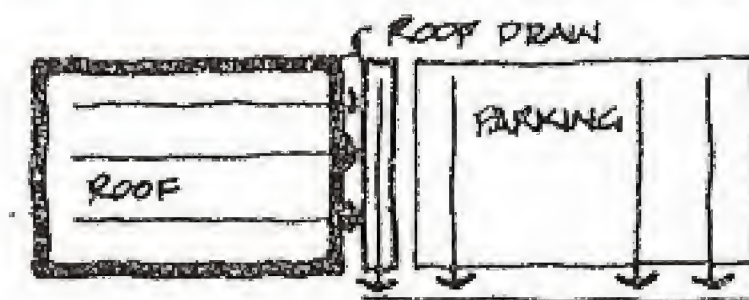
PROTECT BUILDING WITH BERMS



PROTECT WITH DITCH



REROUTE DRAINAGE FOR SITE DESIGN



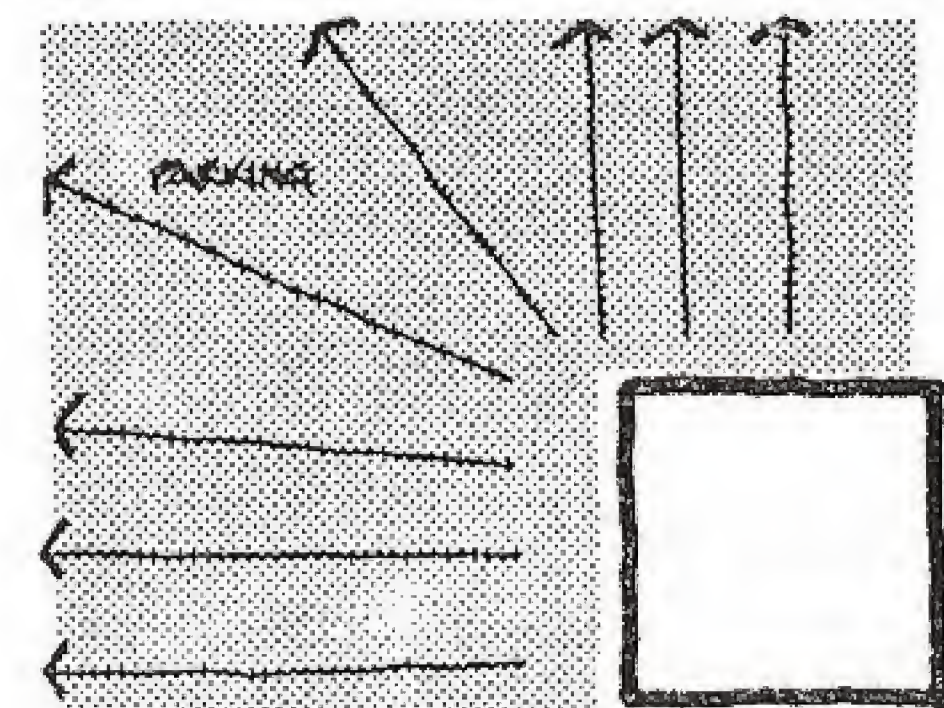
ROOF DRAINAGE PART OF WHOLE SYSTEM



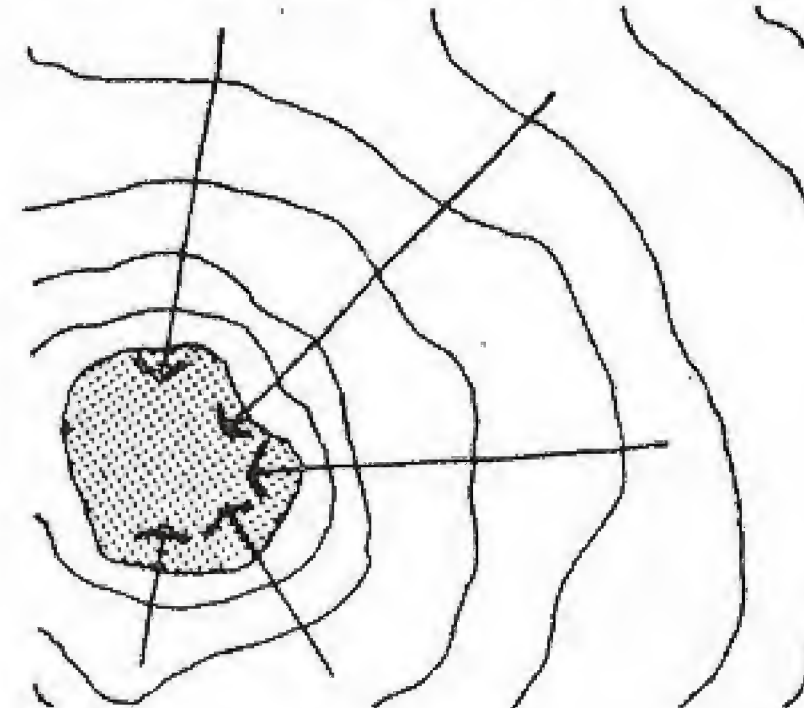
AVOID WATER TRAPS



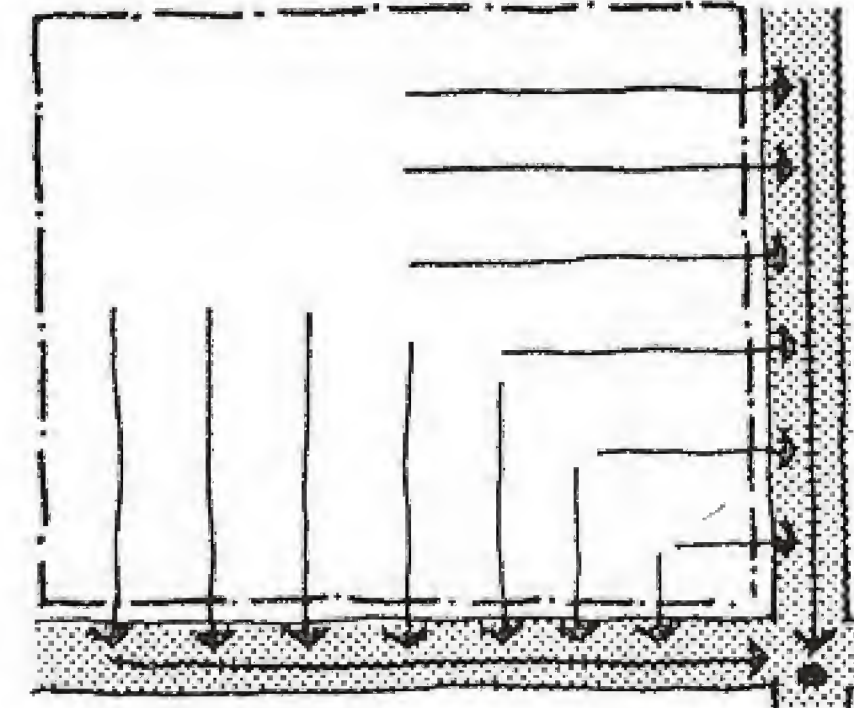
DRAIN TRAPS BELOW BUILDING



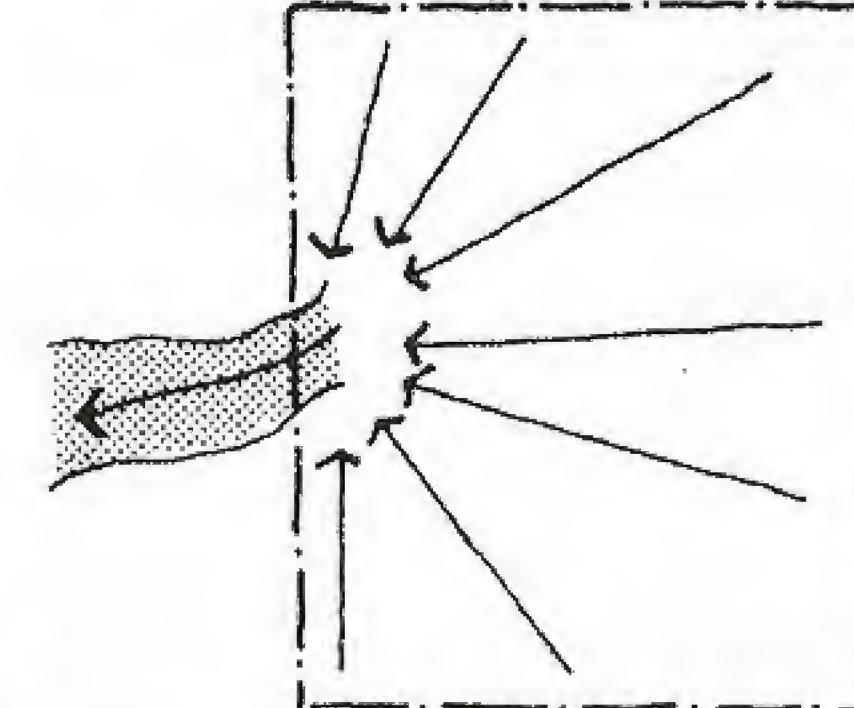
PAVED AREAS AS WATER MOVER



COLLECT DRAINAGE IN POND

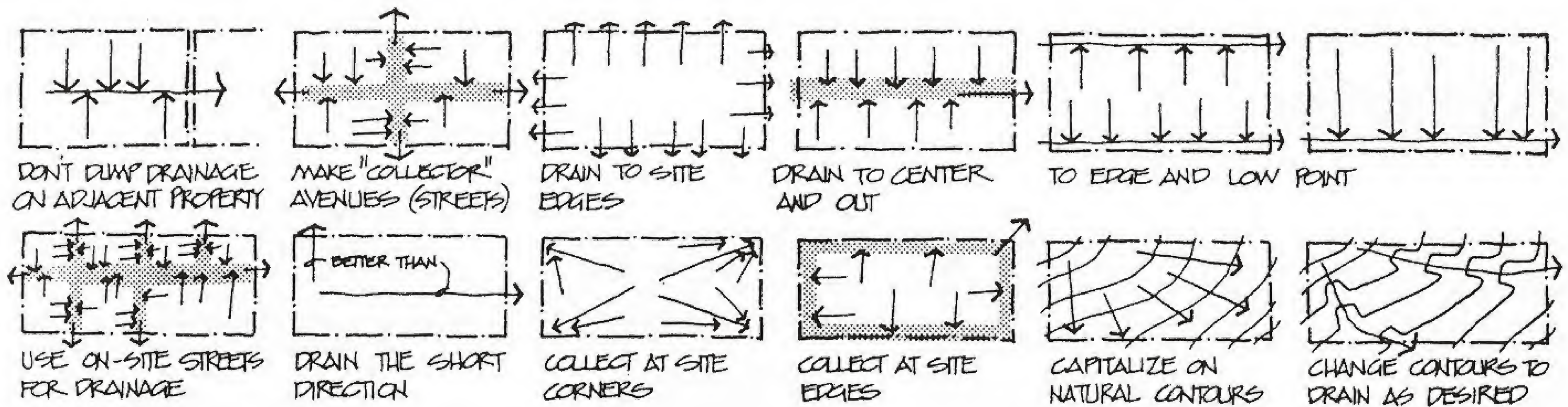


DRAIN TO SEWER OR STREET

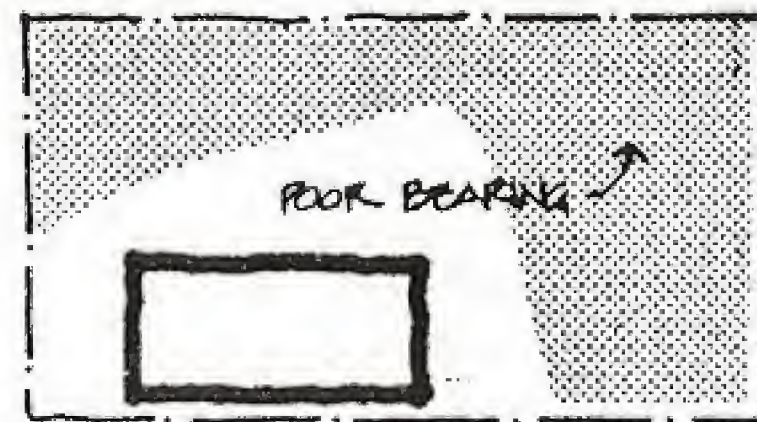


LINK TO EXISTING DRAINAGE AVENUES (GULLY, ETC.)

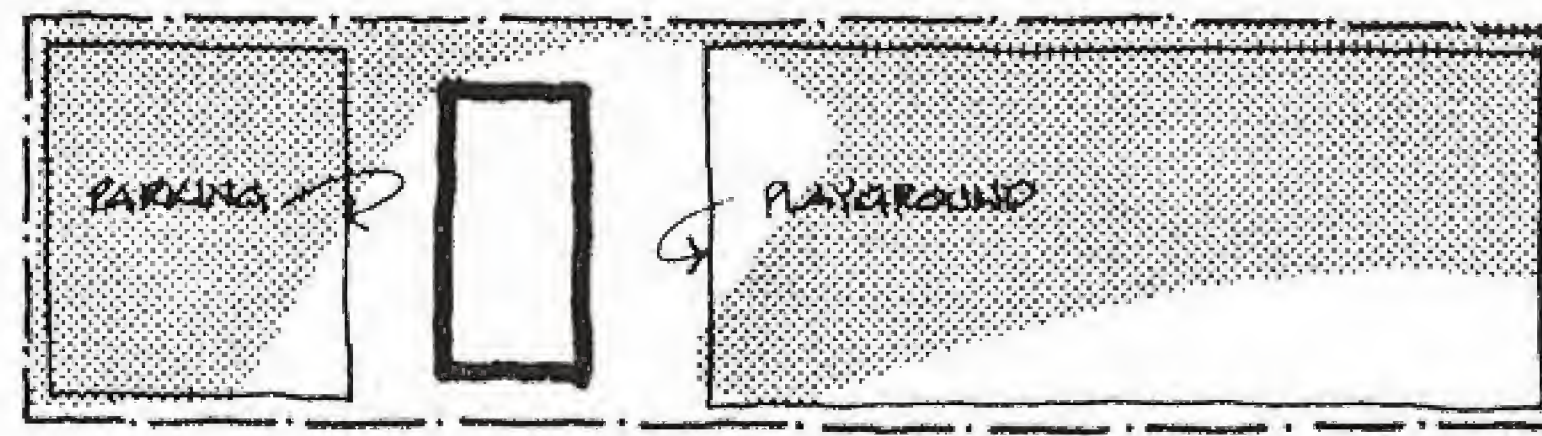




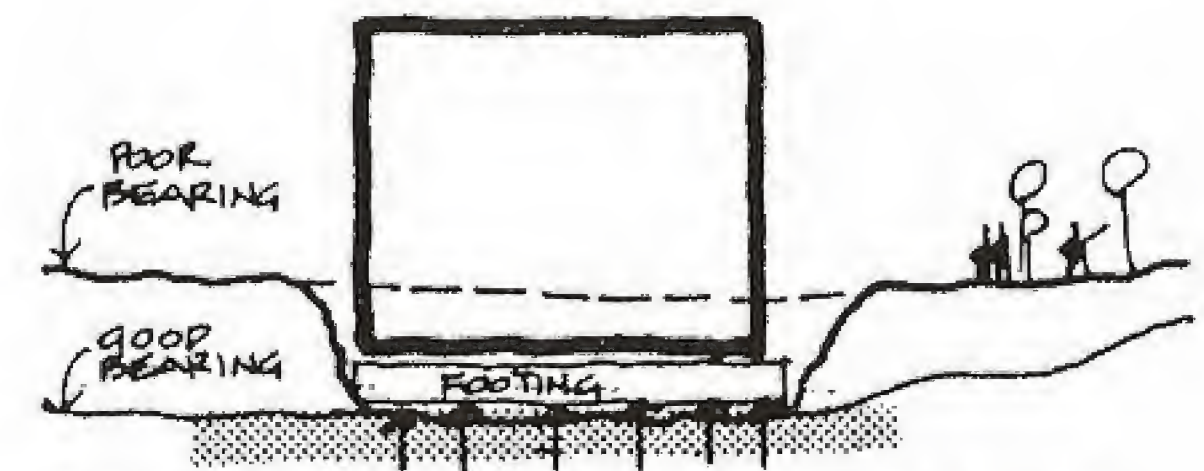
## Soil Condition



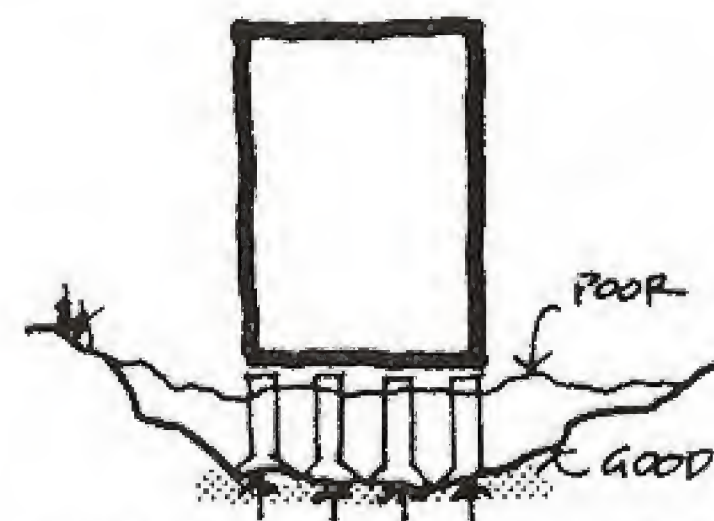
AVOID POOR SOIL BEARING



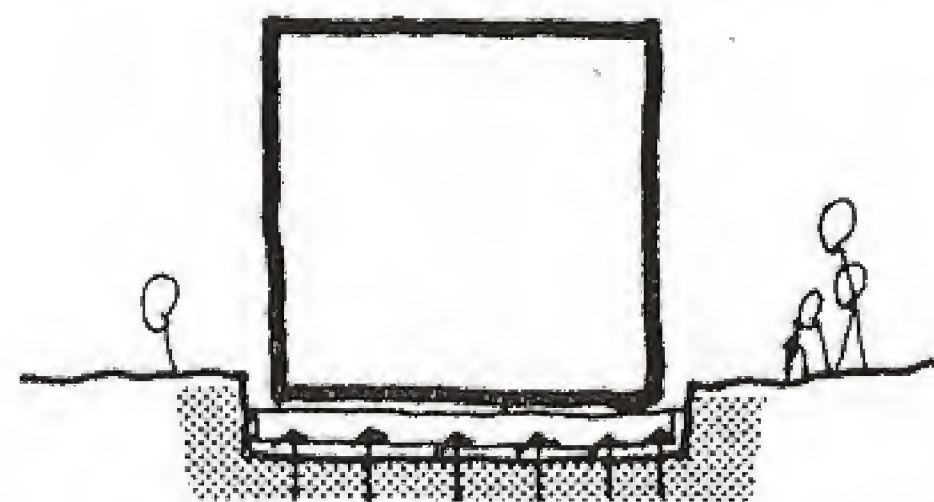
ZONE LIGHT FUNCTIONS ON POOR BEARING ZONES



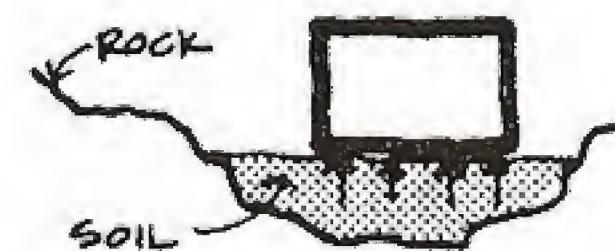
REMOVE POOR SOIL TO GOOD BEARING



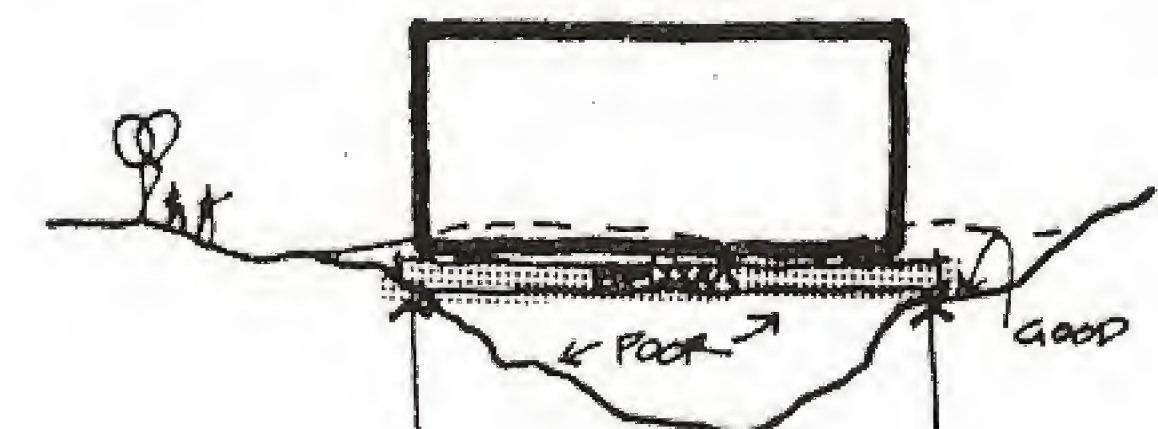
SINK FOOTINGS TO GOOD BEARING



FLOAT BUILDING ON POOR SOIL ("BOAT CONCEPT")



AVOID ROCKY AREAS



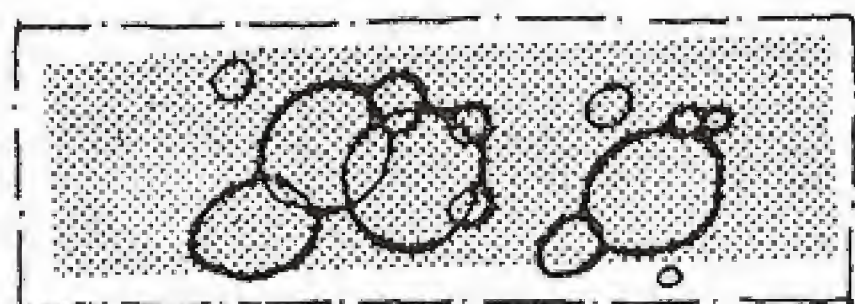
SPAN OVER POOR BEARING AREAS



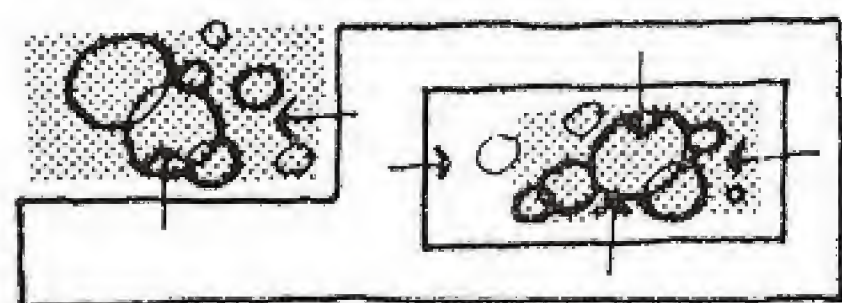
# Rocks and Boulders



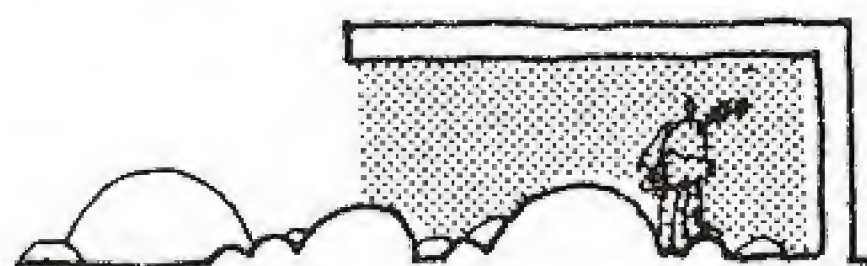
REMOVE FROM SITE



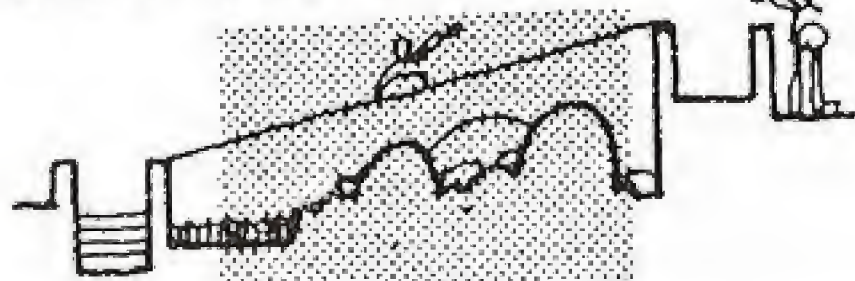
LEAVE NATURAL



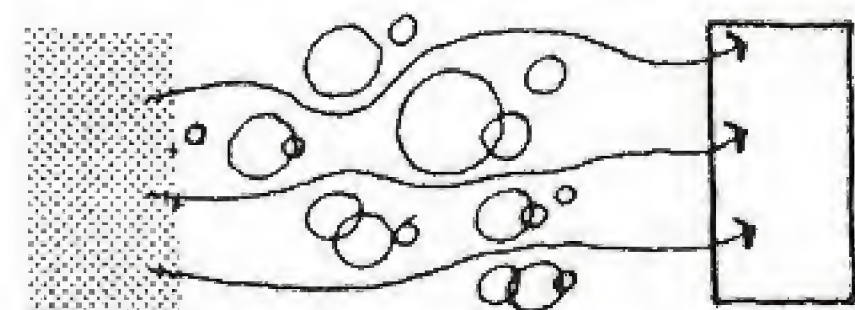
BUILD AROUND AS A FOCUS



BRING ROCKS INSIDE



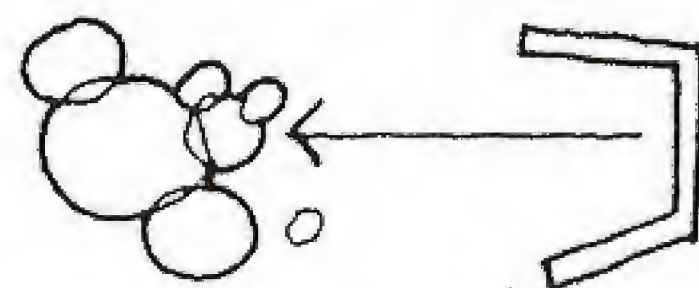
DEVELOP AS EXTERIOR USE AREA



USE AS TRANSITION FROM PARKING TO BUILDING



USE AS BUILDING MATERIAL



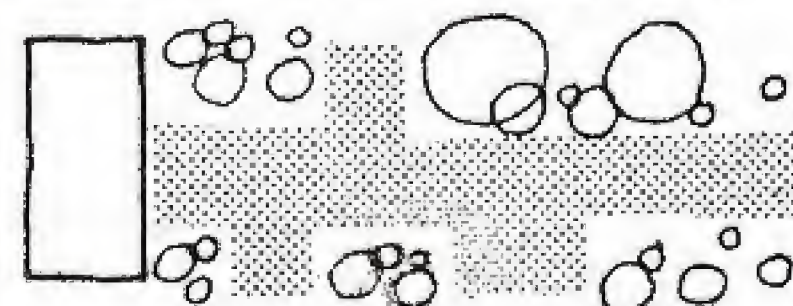
USE AS VIEW FEATURE



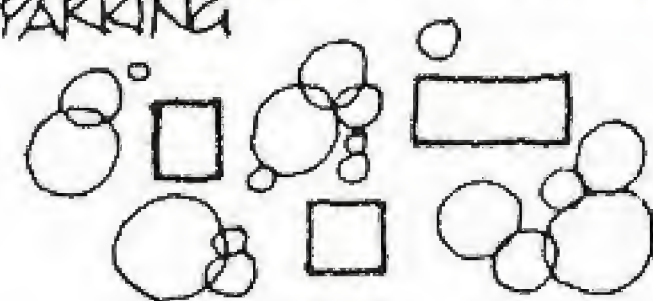
BUILD ON ROCKS



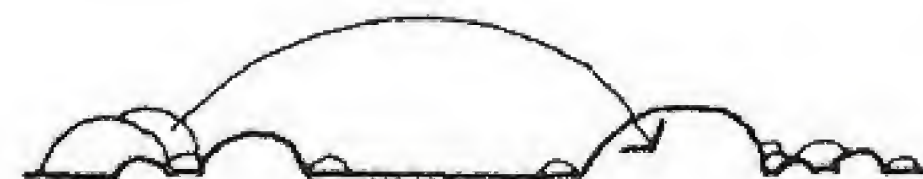
BURY ROCKS IN BUILDING



USE AS BASIS TO BREAK UP PARKING



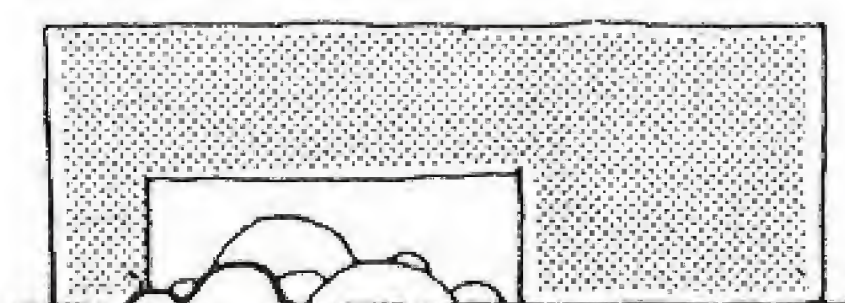
BREAK BUILDING UP TO INTEGRATE WITH ROCKS



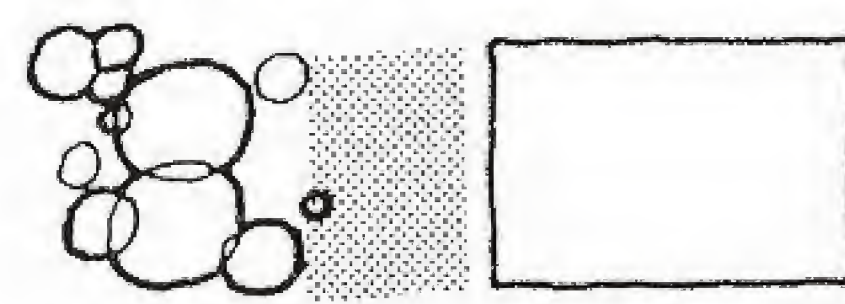
MOVE TO ANOTHER PART OF SITE



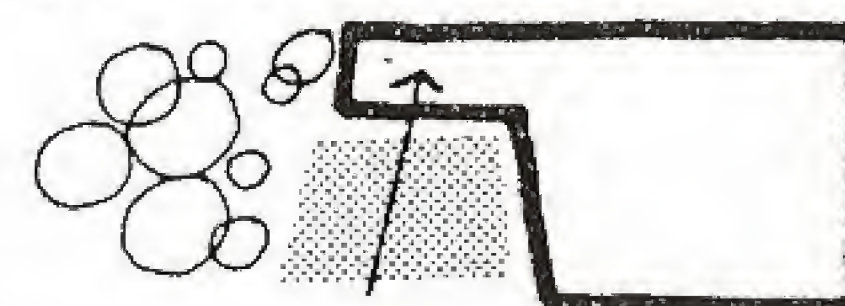
AVOID PHYSICALLY & VISUALLY



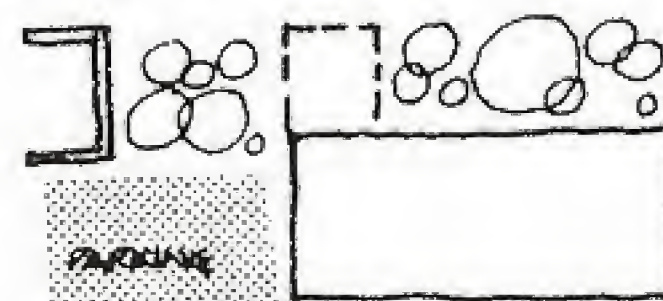
BUILD OVER ROCKS



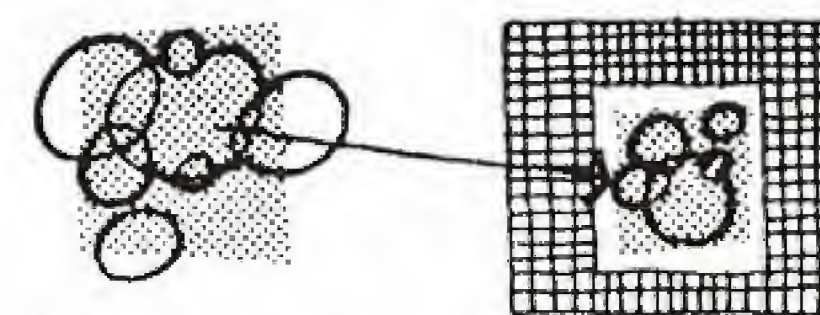
USE TO DEFINE EXTERIOR SPACE



USE TO HELP FORM ENTRY SPACE



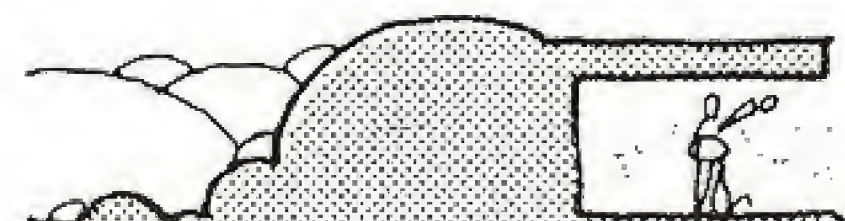
USE TO GENERATE SITE USE GEOMETRY



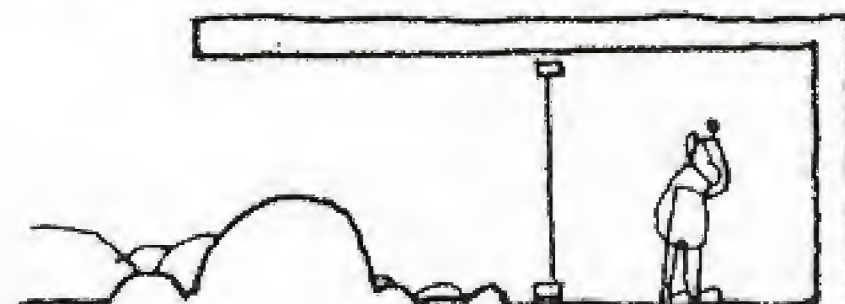
RELOCATE FOR LANDSCAPING



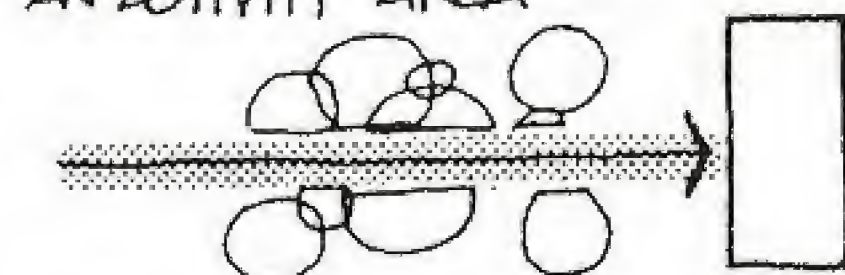
STACK SPACES TO AVOID ROCKS



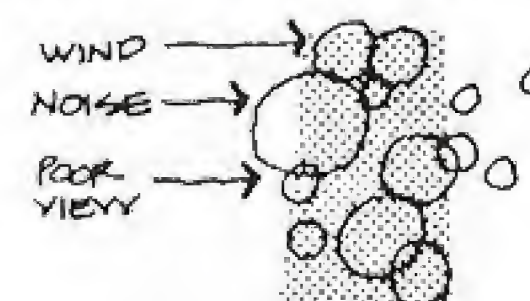
BUILD AGAINST ROCKS



BUILD ADJACENT AND USE AS AN ACTIVITY AREA



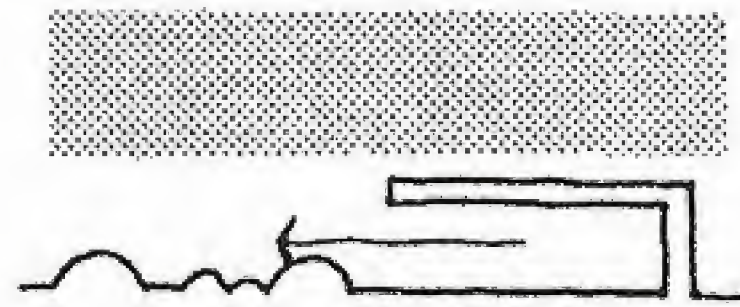
CUT ENTRY THROUGH ROCKS



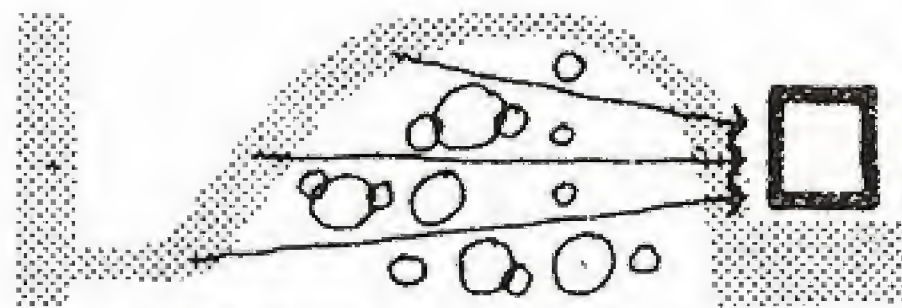
USE AS WALL TO SCREEN BAD SITUATIONS



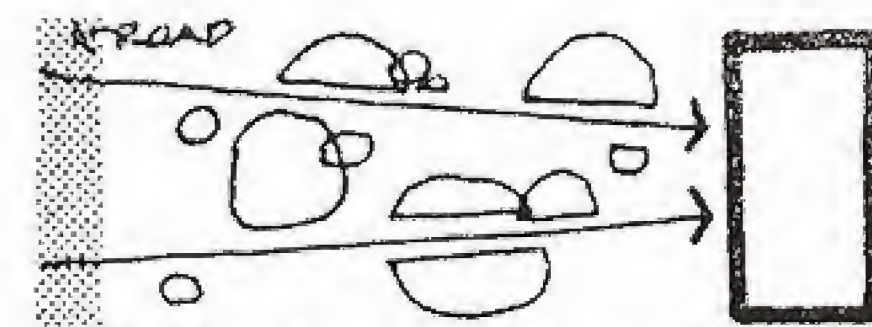




KEEP BUILDING LOW FOR ACCESS TO ROCKS



GLIMPSES THROUGH ROCKS TO BUILDING



CUT VISUAL AVENUES THROUGH ROCKS



ROCKS AS BACKDROP



RELATE BUILDING PROFILE TO ROCK PROFILE



CONTRAST WITH ROCK PROFILE

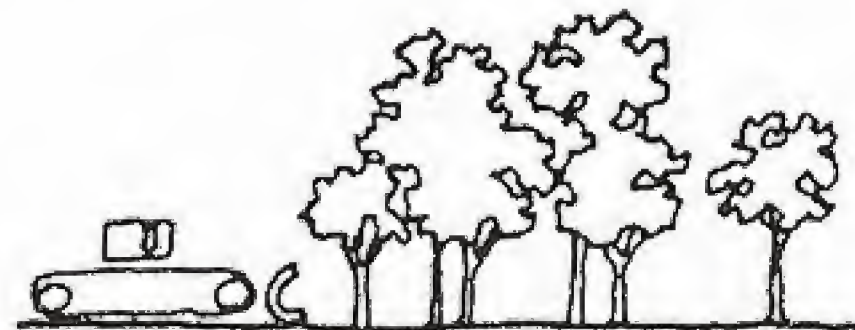


RELATE TO ROCK TEXTURE

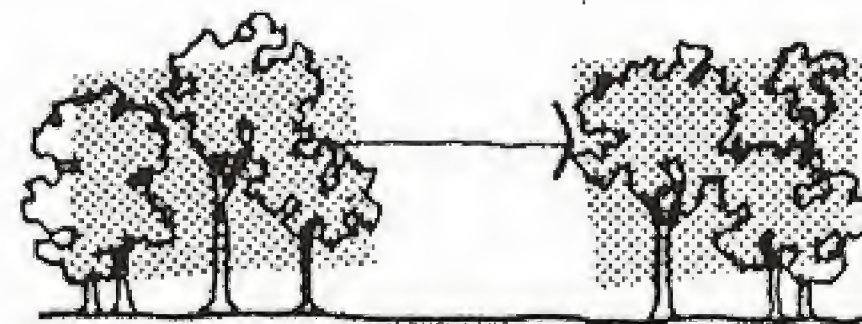


CONTRAST WITH ROCK TEXTURE

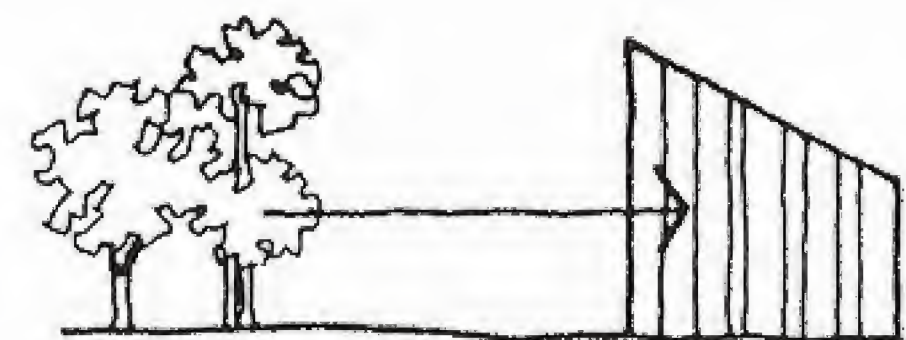
## Trees



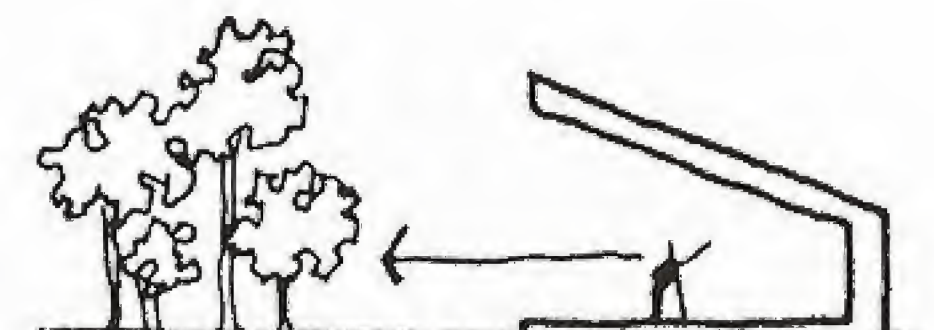
REMOVE FROM SITE



TRANSPLANT



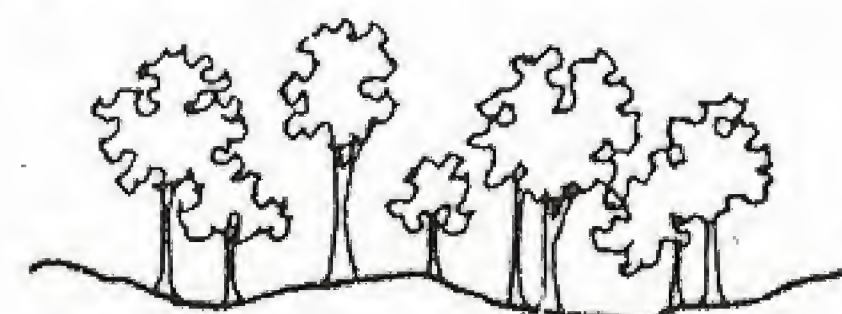
USE AS A BUILDING MATERIAL



USE AS VIEW FEATURE



AVOID PHYSICALLY & VISUALLY



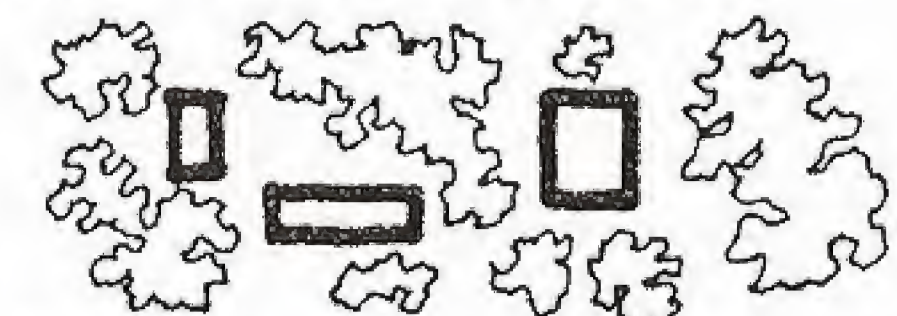
LEAVE NATURAL



STACK SPACES TO AVOID TREES



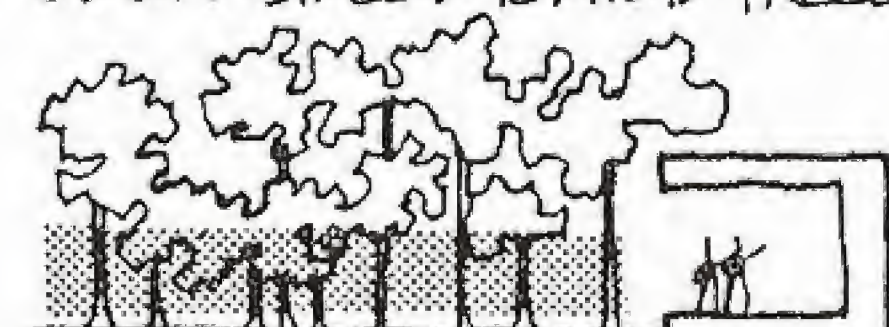
BUILD AMONG TREES



BREAK UP BUILDING AMONG TREES



BUILD AROUND AS A FOCUS

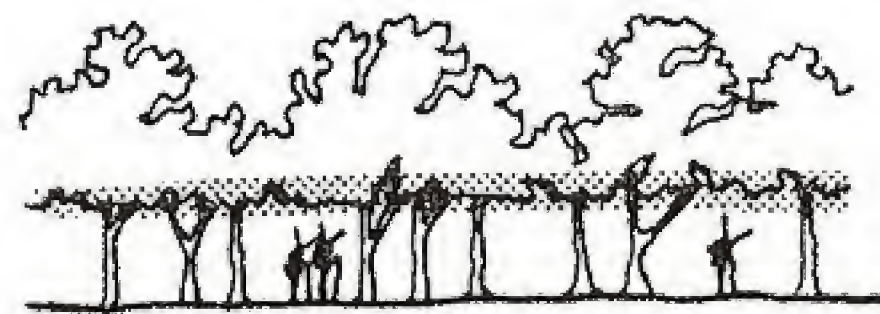


BUILD AT EDGE • USE TREES AS EXTERIOR ACTIVITY AREA

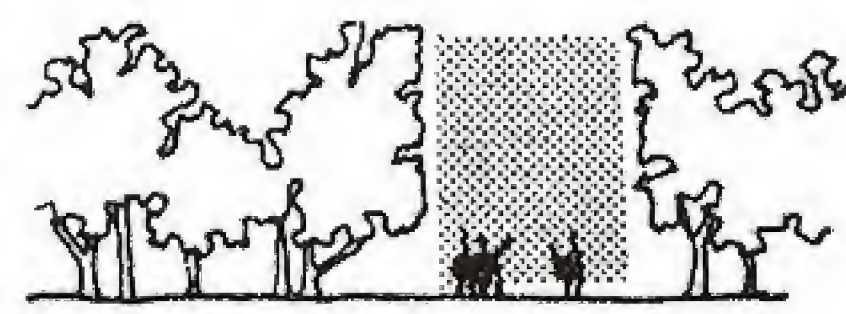


USE TO HELP DEFINE EXTERIOR ACTIVITY AREA

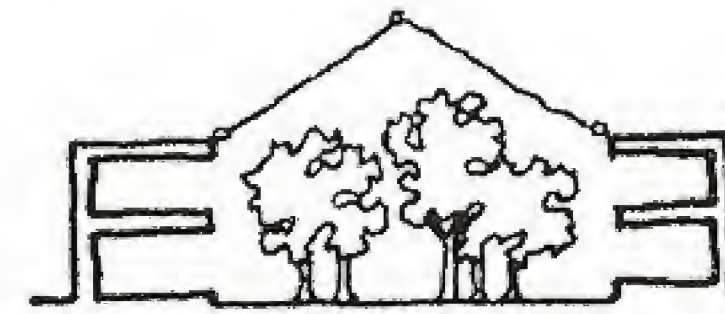




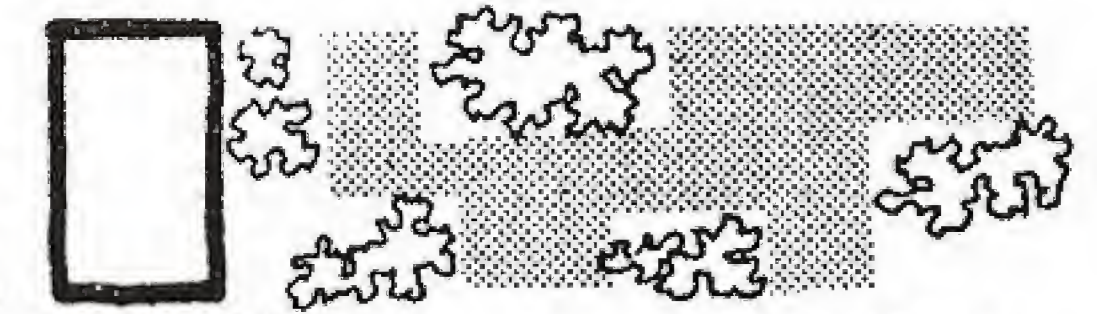
TRIM UNDERSIDE FOR CANOPY



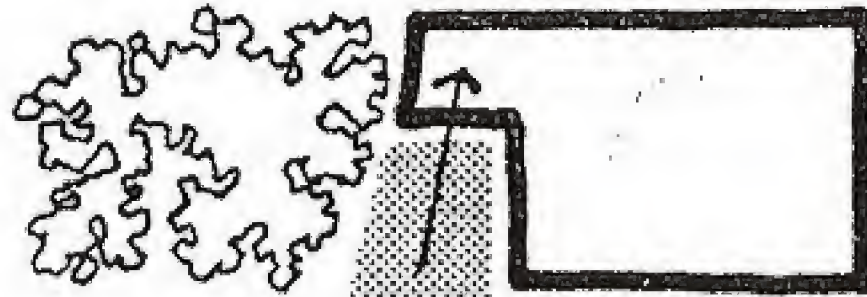
PRUNE TO DEFINE SPACES



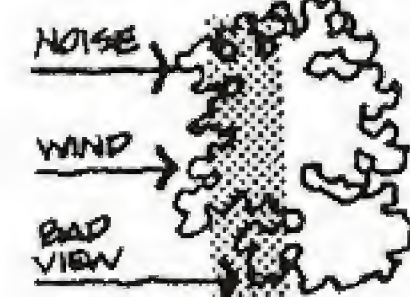
BRING TREES INSIDE



USE TREES TO BREAK UP PARKING



USE TO DEFINE ENTRY SPACE



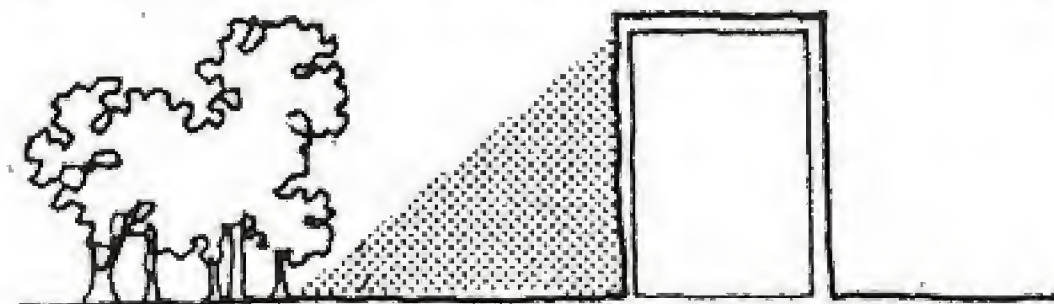
USE TO SCREEN BAD SITUATIONS



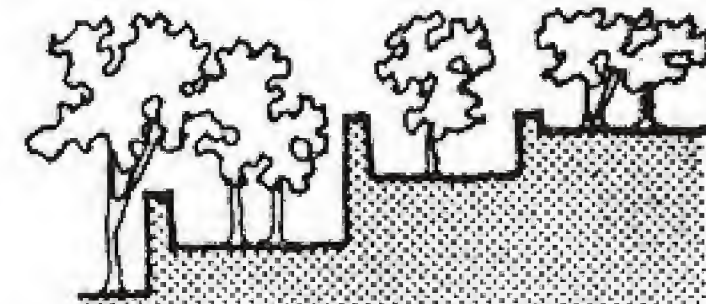
USE TO DEFINE SITE ZONES



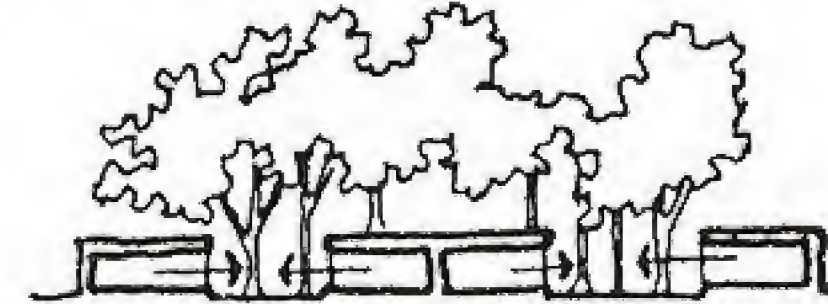
USE TREE SHADE



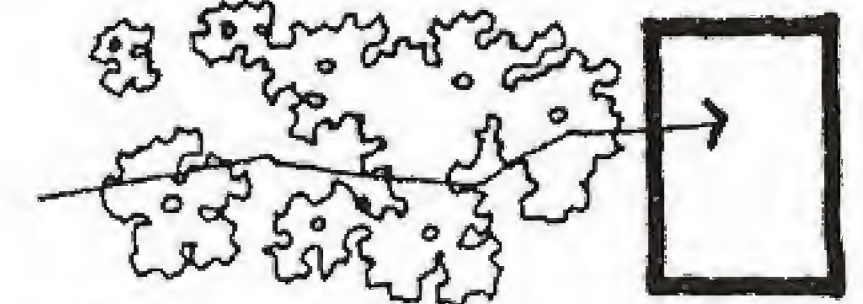
AVOID SHADING TREES WITH BUILDING



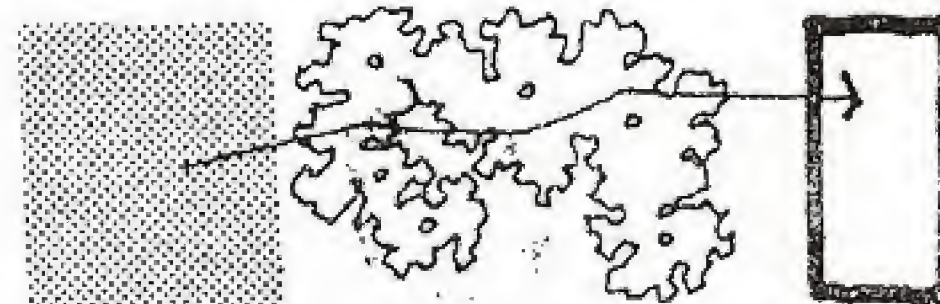
DEVELOP INTO USE AREA



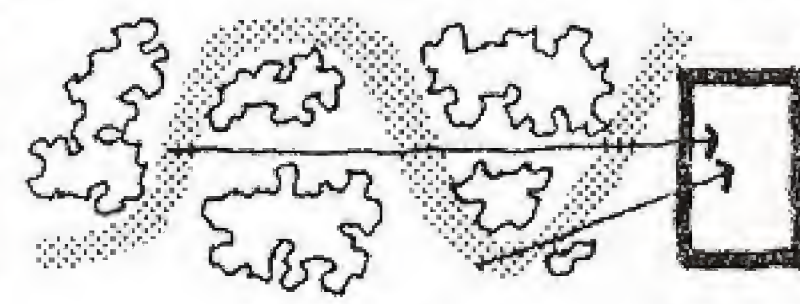
LOW BUILDING FOR ACCESS



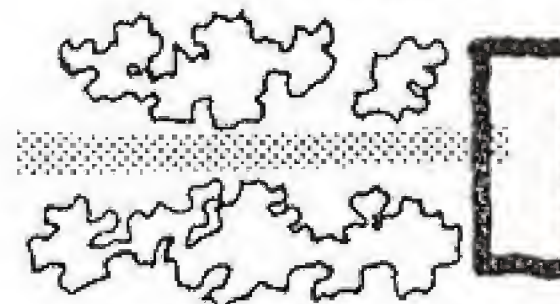
TREES AS ENTRY EXPERIENCE



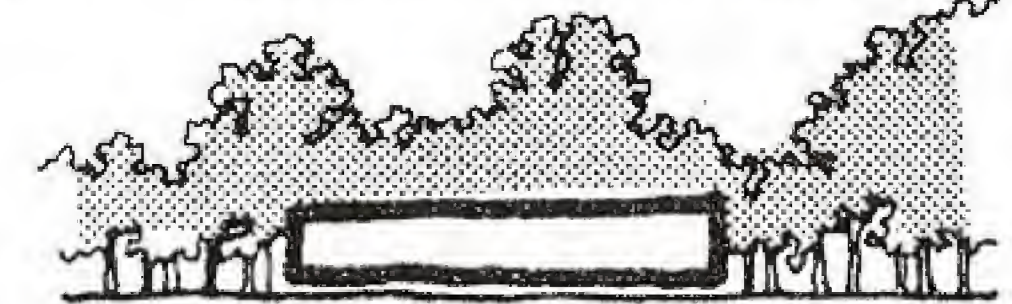
TRANSITION FROM PARKING TO ENTRY



GLIMPSES THROUGH TREES ON ENTRY APPROACH



CUT ENTRY AVENUE



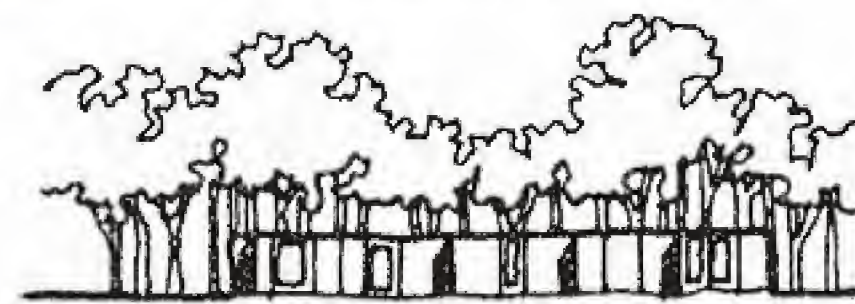
TREES AS BACKDROP



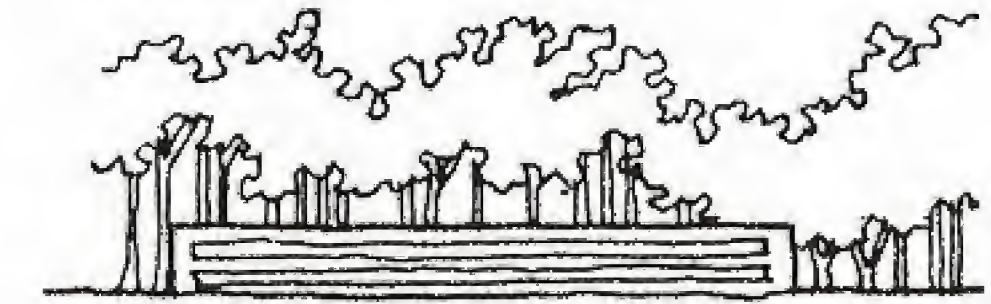
RELATE TO TREE PROFILE



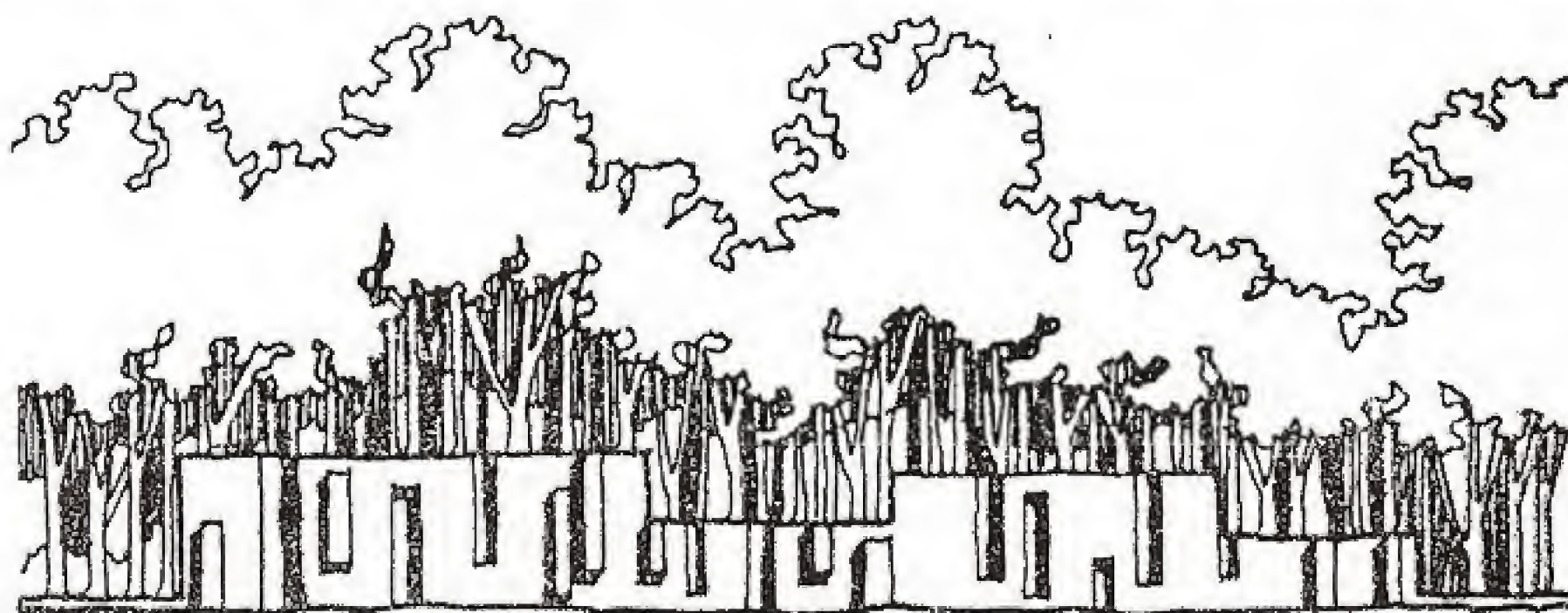
CONTRAST TREE PROFILE



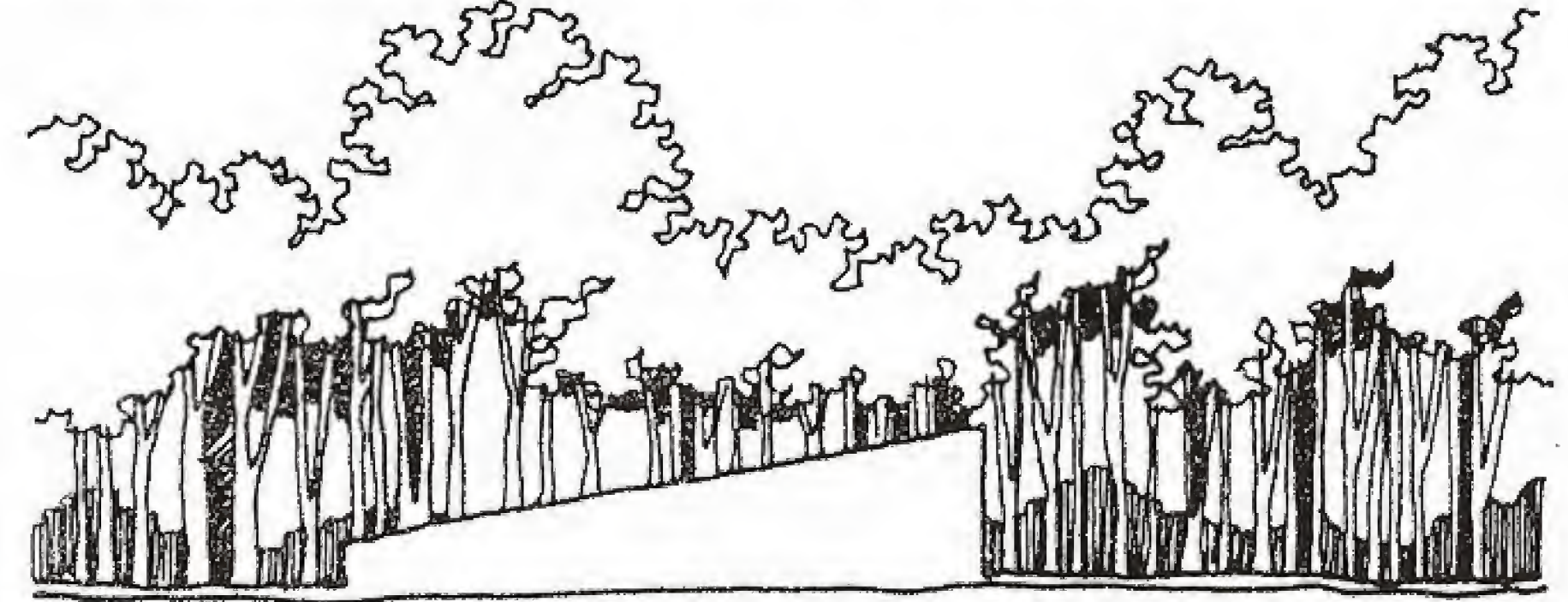
RELATE TO TRUNK VERTICALITY



CONTRAST WITH VERTICALITY



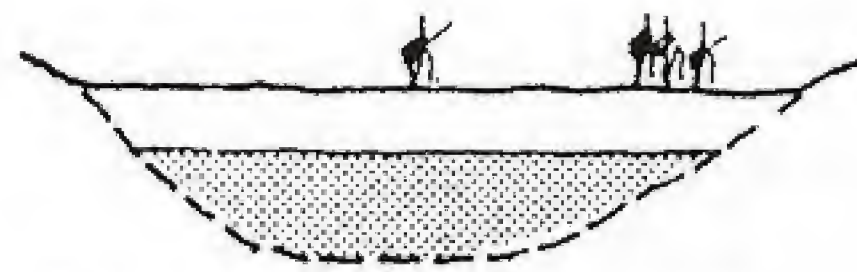
RELATE TO TREE SOLID/VOID PATTERN



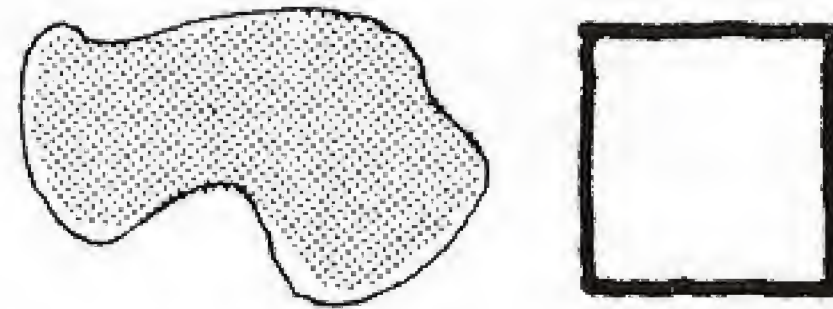
CONTRAST BUILDING WITH TREE SOLID/VOID PATTERN



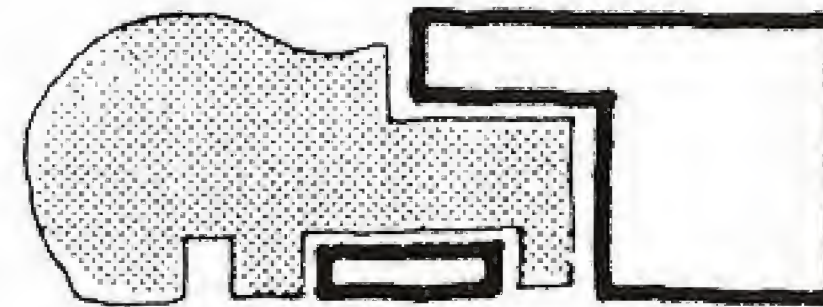
# Water



DRAIN AND FILL WITH SOIL



LEAVE NATURAL SHAPE



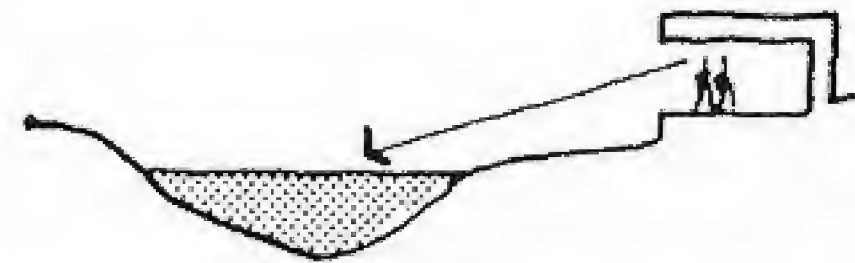
DEVELOP INTO SHAPE



AVOID & DEVELOP ELSEWHERE



AVOID PHYSICALLY & VISUALLY



AVOID PHYSICALLY RELATE VISUALLY



STACK SPACES TO AVOID WATER



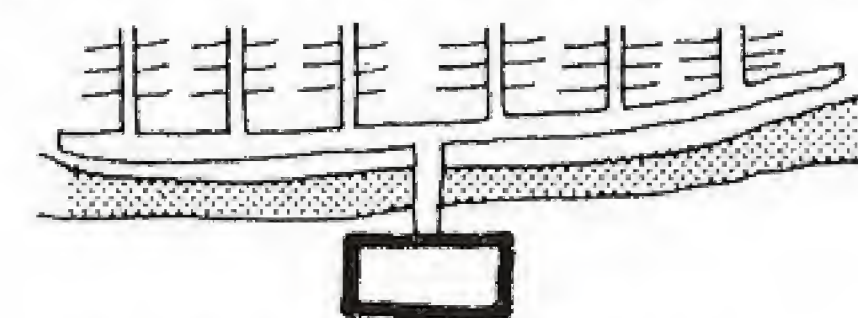
KEEP LOW RISE FOR ACCESS



USE WATER EDGE FOR ENTRY FORM



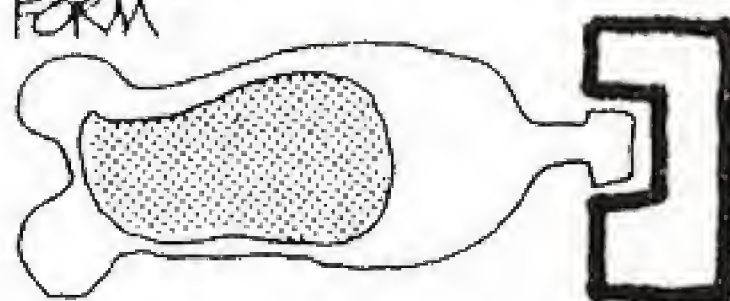
MAKE ACTIVITY AREA BETWEEN BUILDING AND WATER



USE TO ORDER PARKING



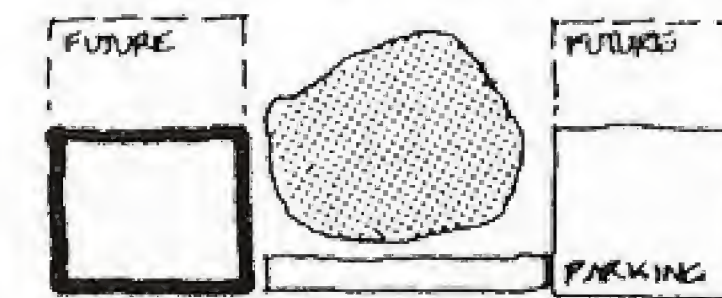
INTEGRATE WITH ENTRY



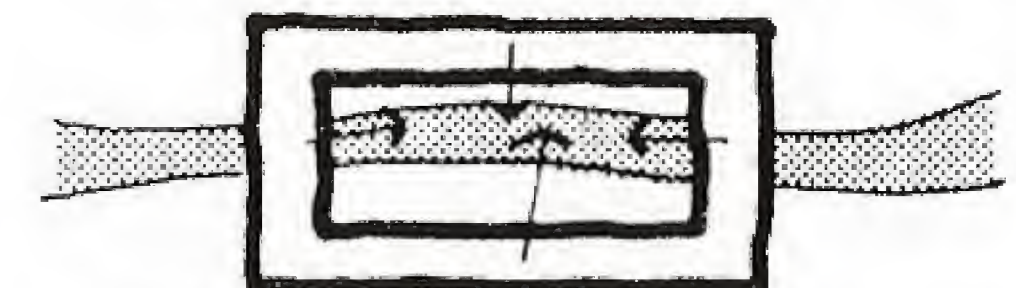
DEVELOP AS A USE AREA



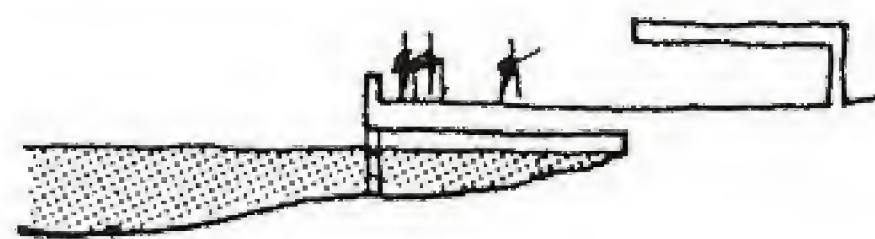
USE AS A MAJOR SITE FEATURE



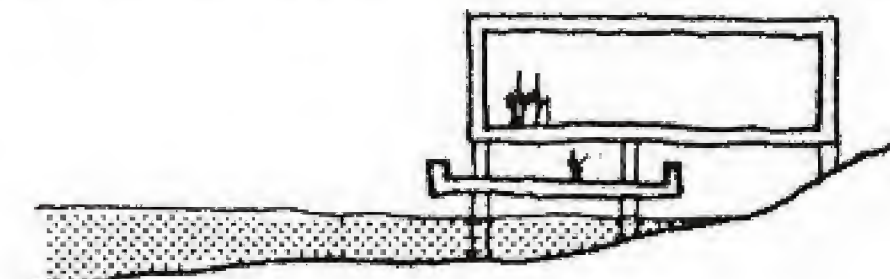
USE WATER TO ZONE SITE



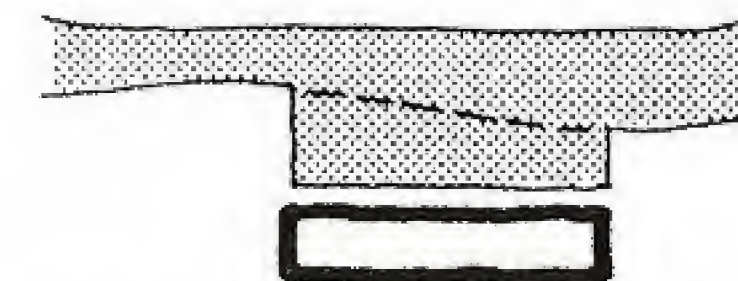
BUILD AROUND AND MAKE A FOCUS



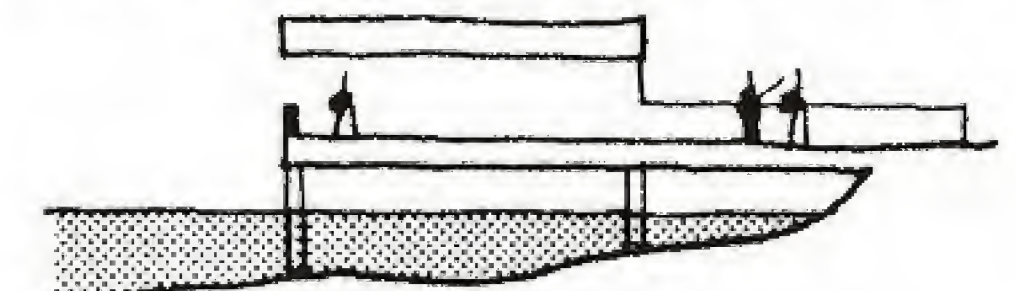
EXTERIOR USE OVER WATER



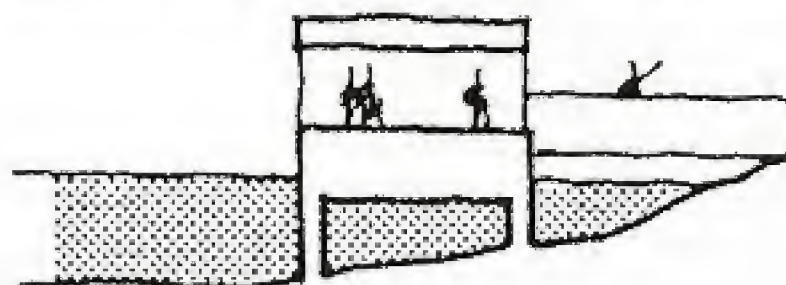
EXTEND BUILDING OVER WATER



MAN MADE WATER EDGE



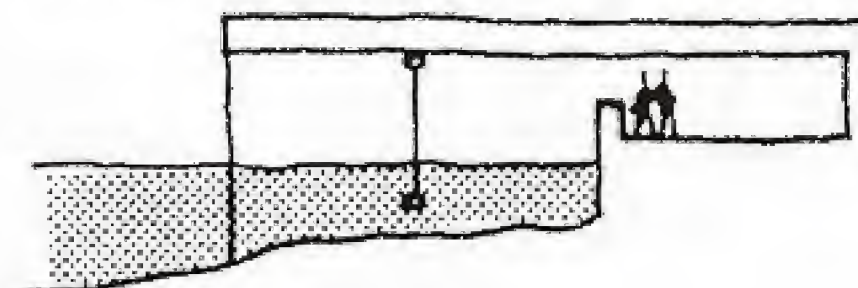
BUILDING OVER WATER



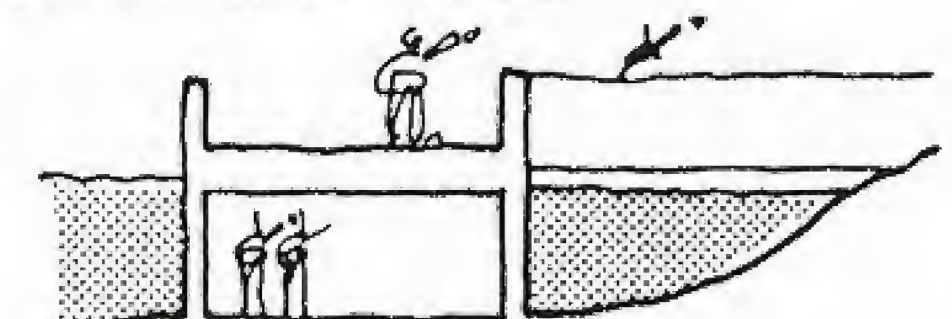
BUILDING AS AN ISLAND



SPAN WATER WITH BUILDING

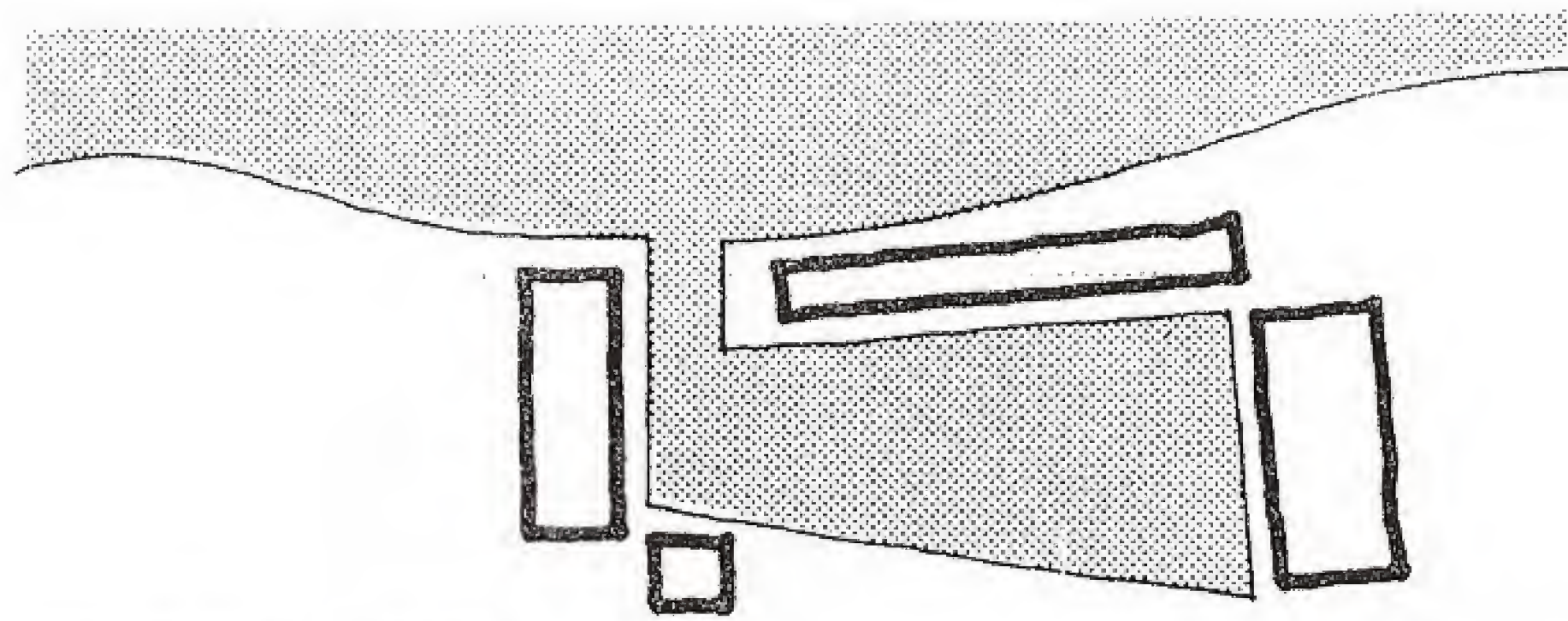


BRING WATER INSIDE

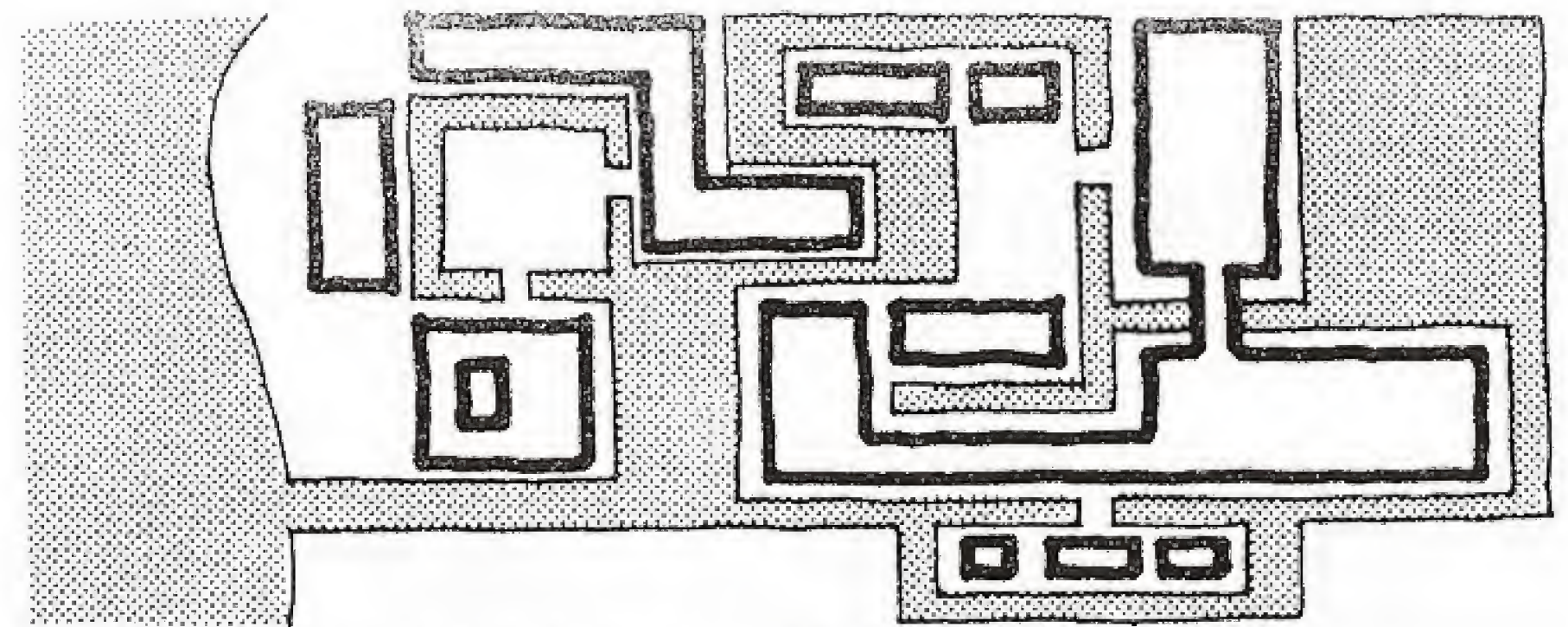


BUILDING UNDER WATER

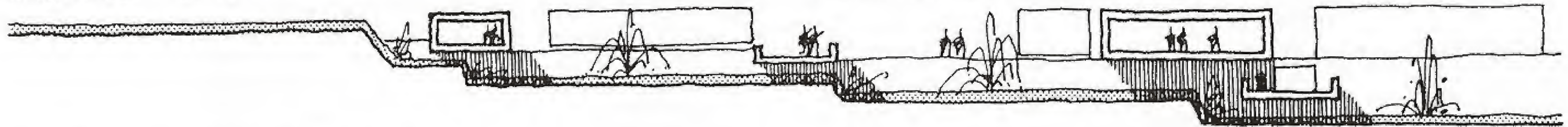




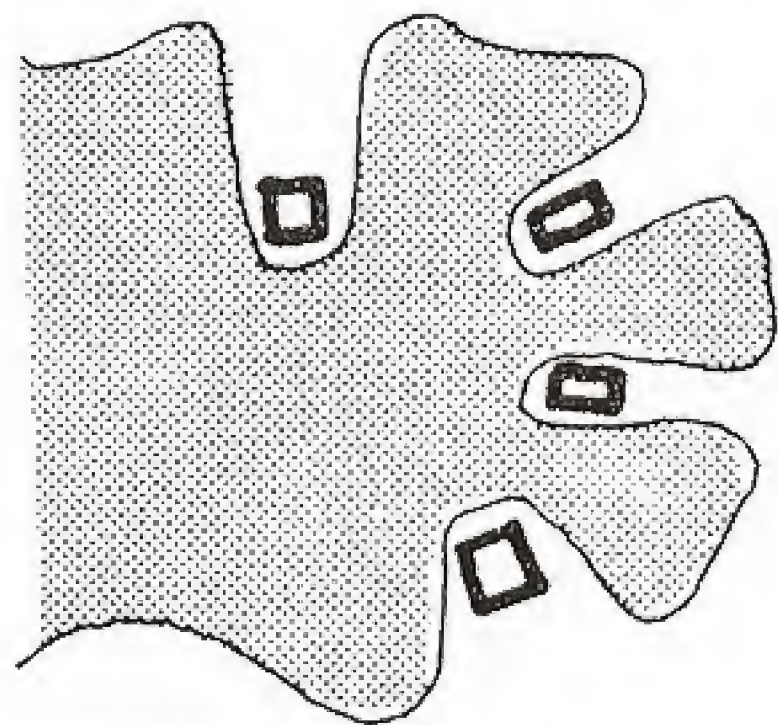
SHELTERED COVE



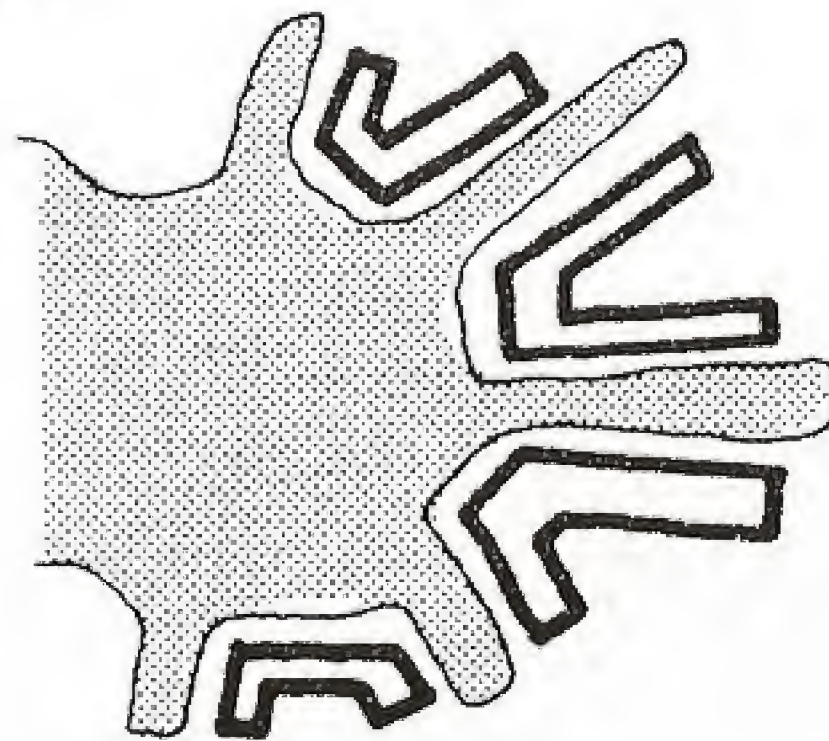
WEAVE WATER THROUGH COMPLEX



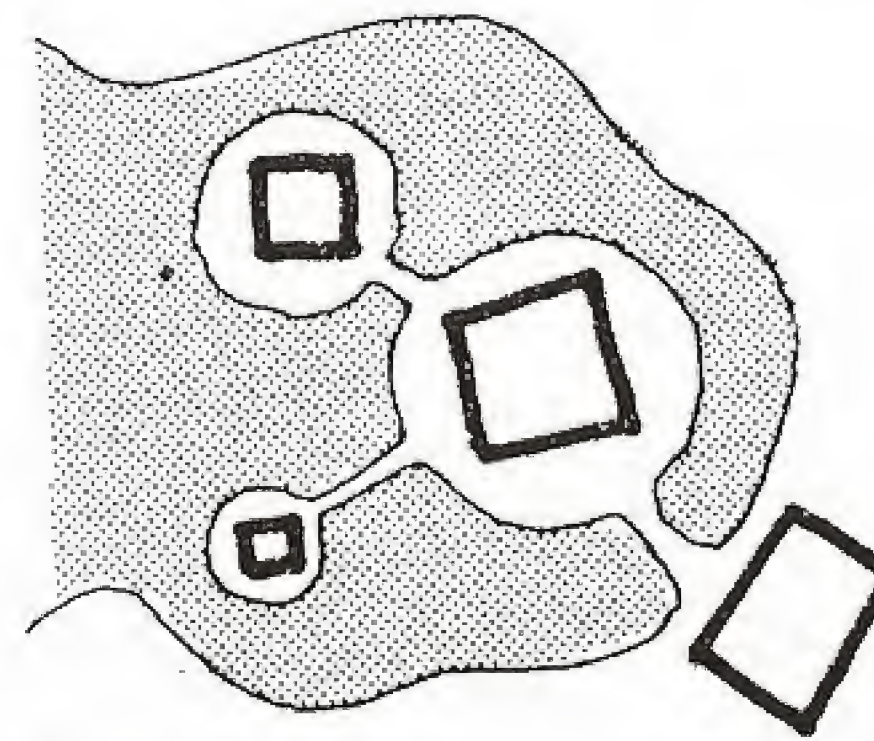
ACTIVE WATER THROUGH COMPLEX



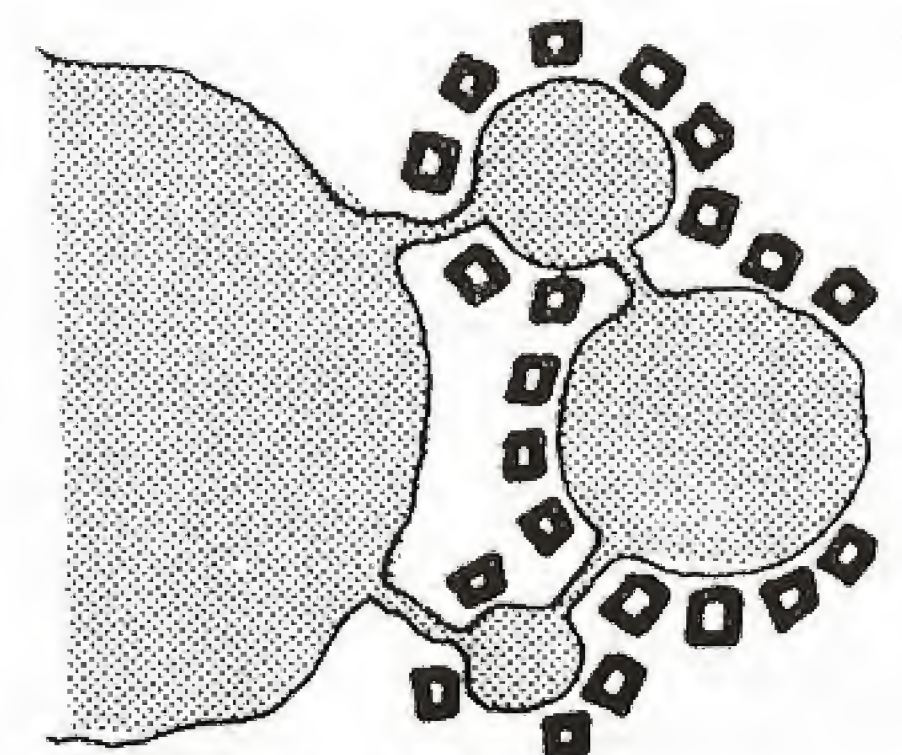
PENINSULAS



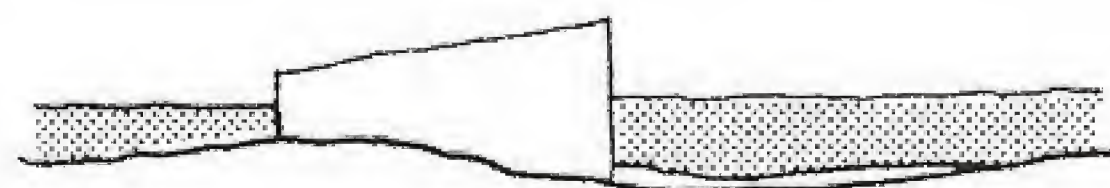
WATER FINGERS



ISLANDS



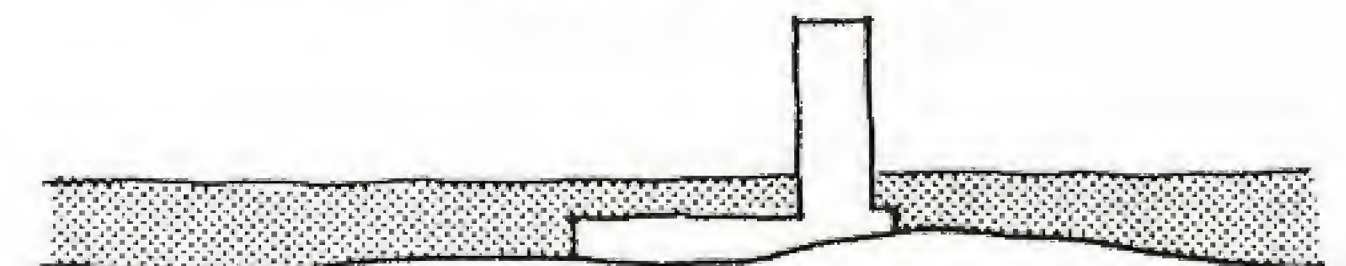
WATER ISLANDS



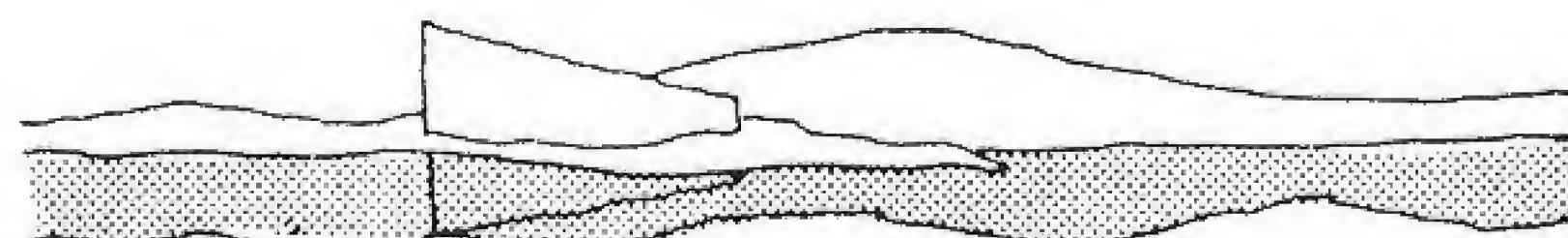
WATER AS BACKDROP



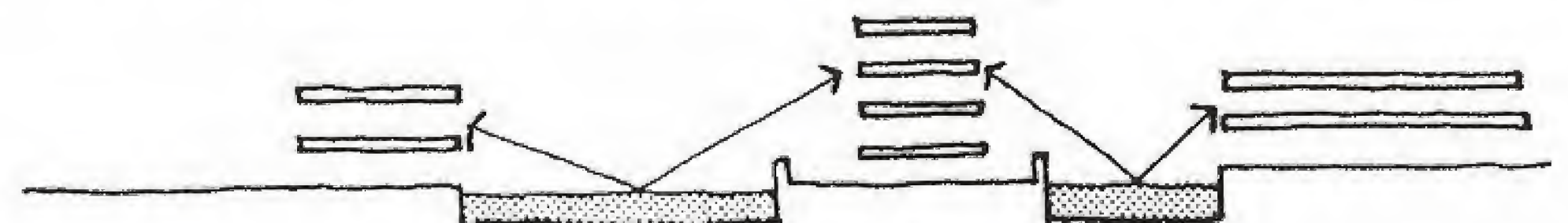
RELATE TO HORIZON WITH PROFILE



CONTRAST HORIZON WITH PROFILE



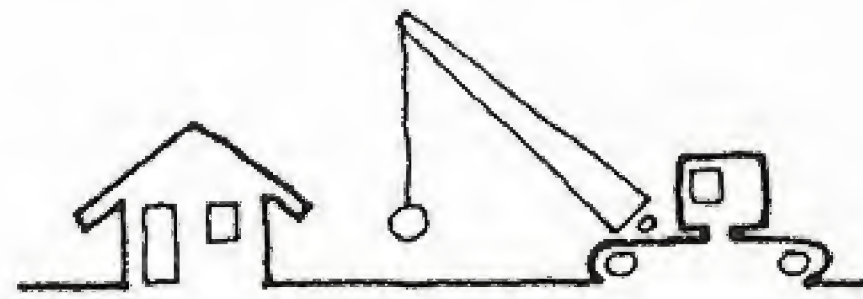
WATER AS FOREGROUND



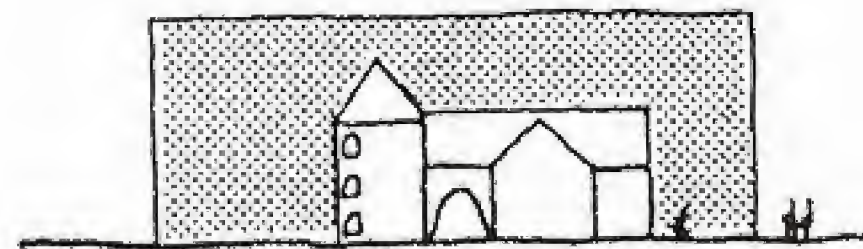
REFLECTIONS AS A WAY TO UNIFY BUILDING COMPLEX



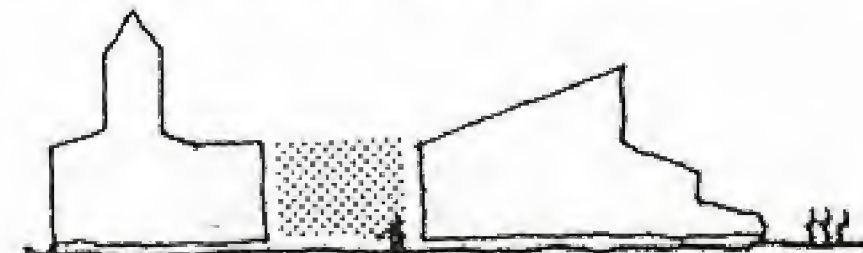
# Existing Buildings



DEMOLISH ON-SITE BUILDING



NEW BUILDING AS BACKDROP FOR EXISTING ONE



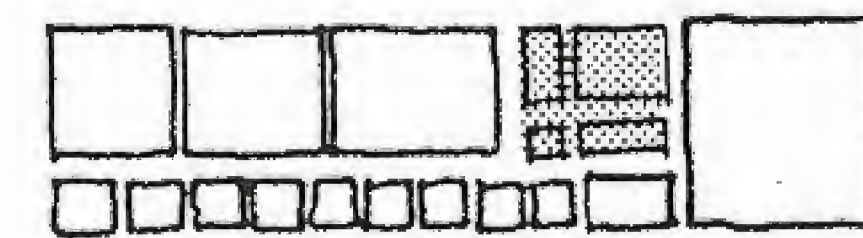
FORM SPACE BETWEEN OLD AND NEW



USE NEW AS UNIFYING ELEMENT BETWEEN EXISTING BUILDINGS



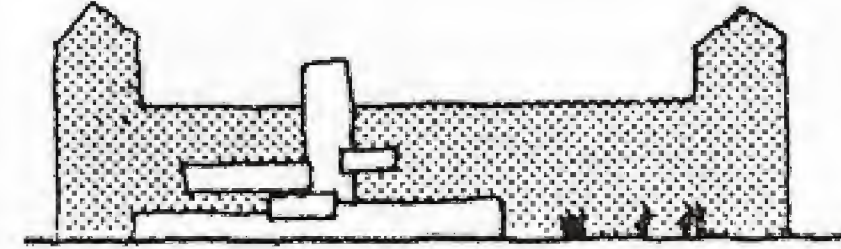
SPAN OVER EXISTING WITH NEW



INTEGRATE SPACE & CIRCULATION BETWEEN OLD & NEW



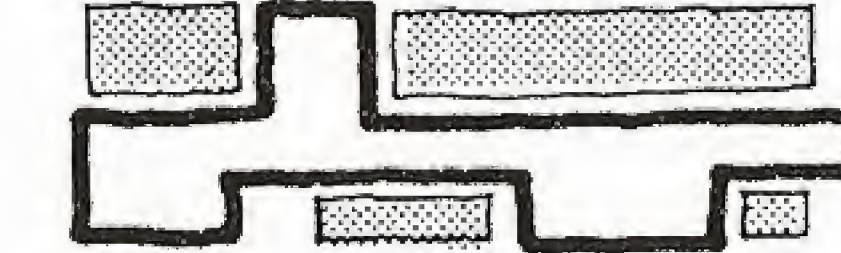
RELOCATE TO A DIFFERENT PART OF SITE



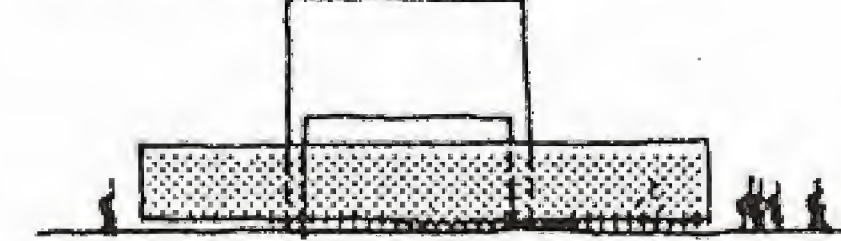
EXISTING BUILDING AS FOIL FOR NEW ONE



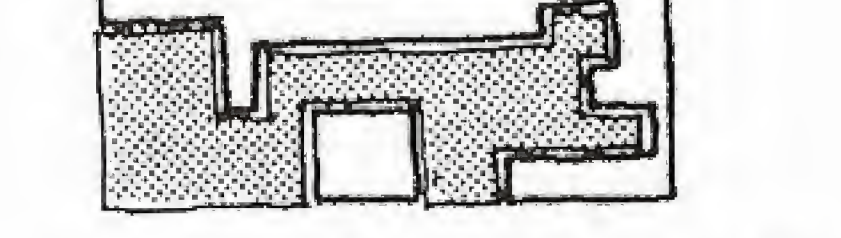
MAKE ENTRY SPACE BETWEEN NEW AND OLD



WEAVE NEW IN AMONG EXISTING



BUILD OVER BY SINKING COLUMNS INTO EXISTING



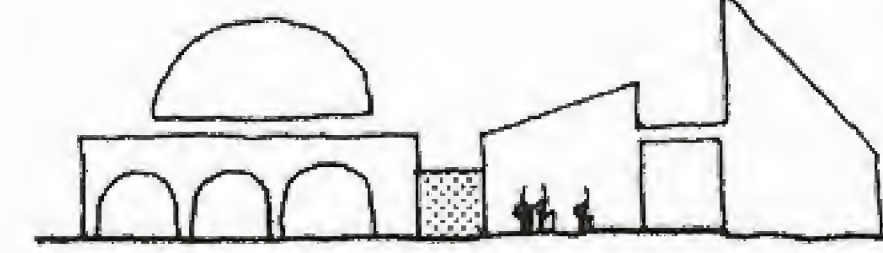
FILL RESIDUAL OF OLD WITH NEW



DEMOLISH AND REUSE MATERIALS



AVOID PHYSICALLY & VISUALLY



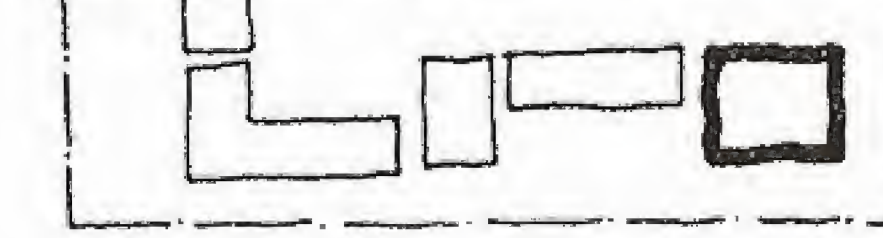
ABUT WITH TRANSITION JOINT TO PRESERVE INTEGRITY OF FORMS



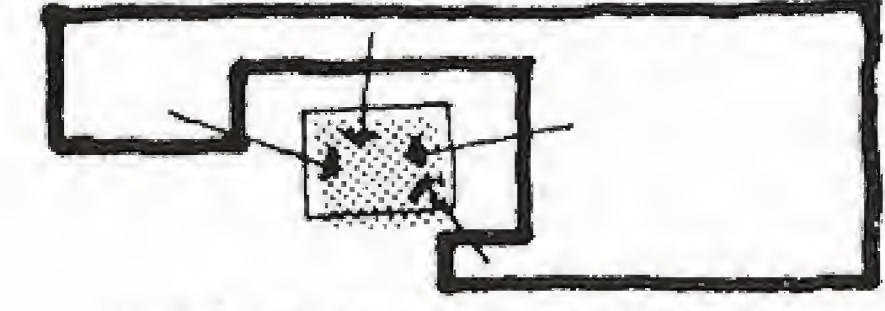
BREAK UP NEW TO INTEGRATE WITH EXISTING



DEVELOP AROUND EXISTING AS A SITE FOCUS



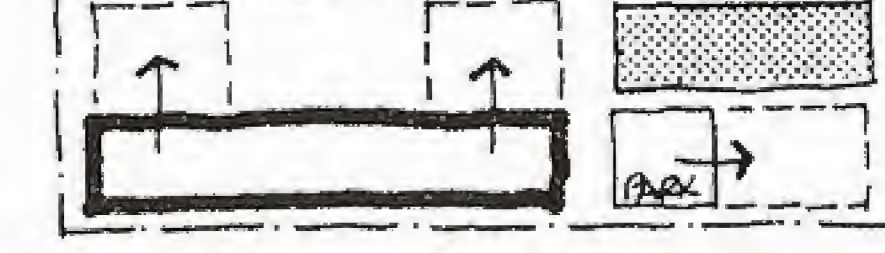
RELATE TO ON-SITE COMPOSITION



SURROUND AND FEATURE



AVOID PHYSICALLY • RELATE TO VISUALLY



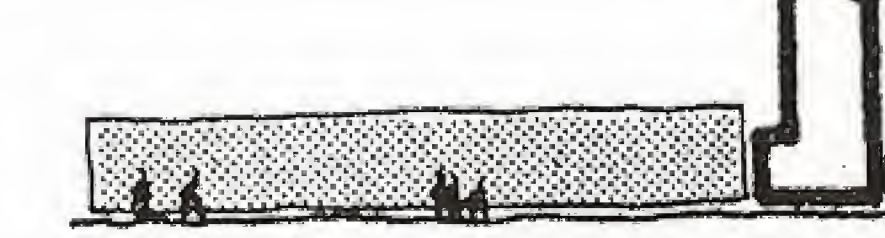
USE AS A BASIS FOR SITE ZONING



USE EXISTING AS ENTRY EXPERIENCE TO NEW

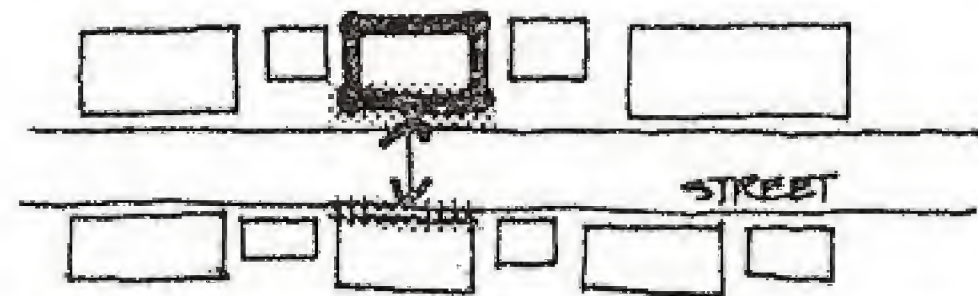


PROTECT OLD WITH NEW



PUNCTUATE LONG EXISTING BUILDING WITH NEW

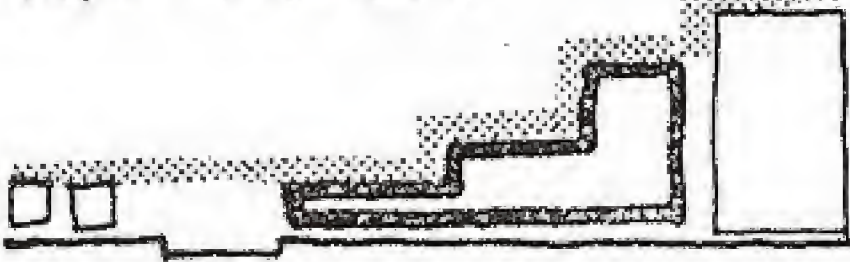




RELATE TO FACADE ACROSS STREET



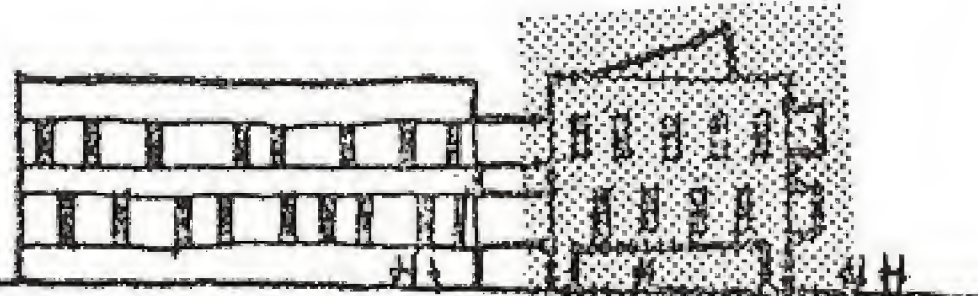
USE NEW BUILDING TO VISUALLY TURN CORNER



USE NEW AS SCALE TRANSITION



RELATE TO SURROUNDING SCALE



RELATE TO EXISTING FENESTRATION PATTERN



BORROW FROM EXISTING PROFILES



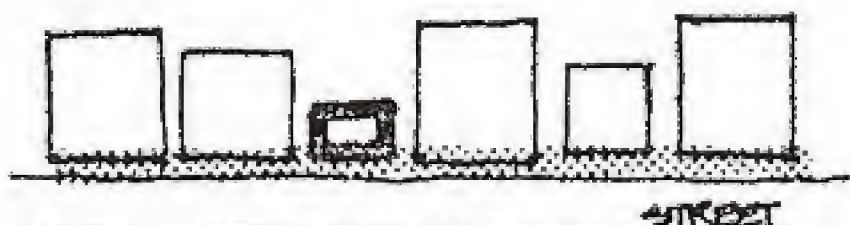
LET SURROUNDING BUILDINGS INFLUENCE SITE USE GEOMETRY



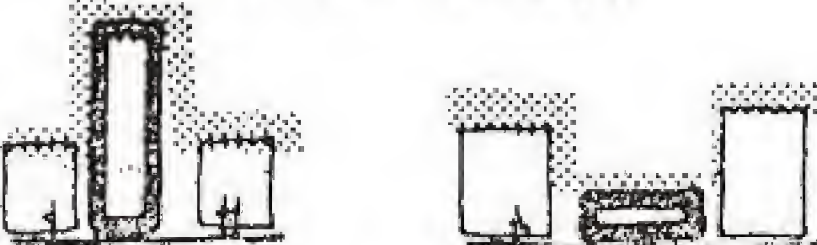
RELATE TO CORNER COMPOSITION



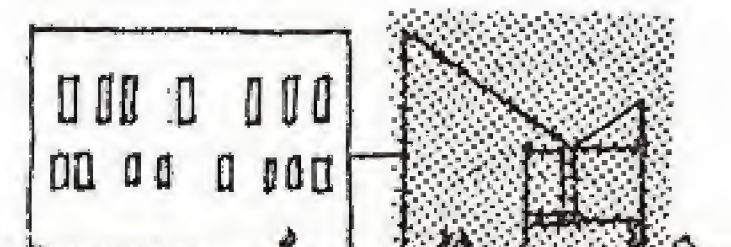
SUBORDINATE NEW TO EXISTING FORM ROLES



STRENGTHEN STREET FACADE CONTINUITY



CONTRAST EXISTING SCALE



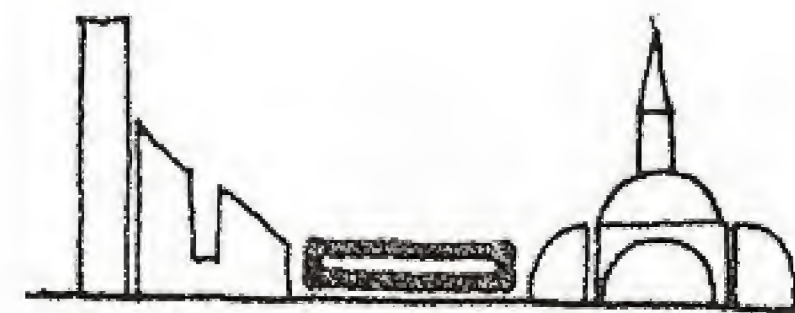
CONTRAST EXISTING FENESTRATION PATTERN



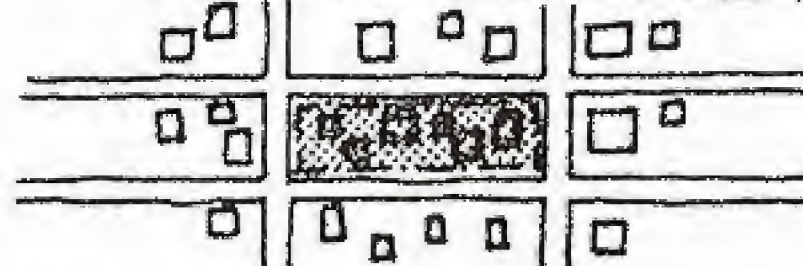
CONTRAST WITH EXISTING PROFILES



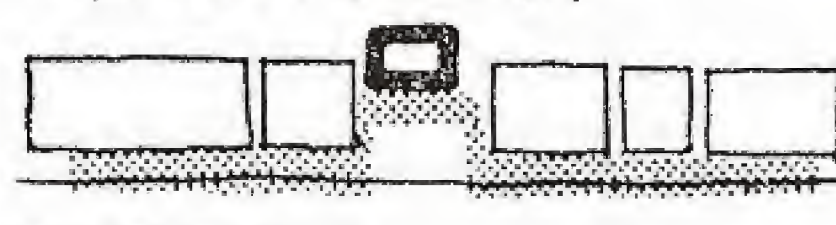
RELATE NEW BUILDING PLANES TO PLANES OF EXISTING BUILDINGS



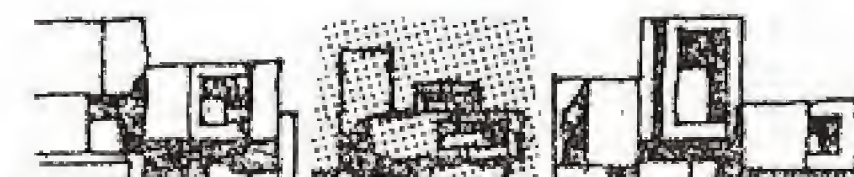
NEW AS PAUSE BETWEEN STRONG EXISTING BUILDINGS



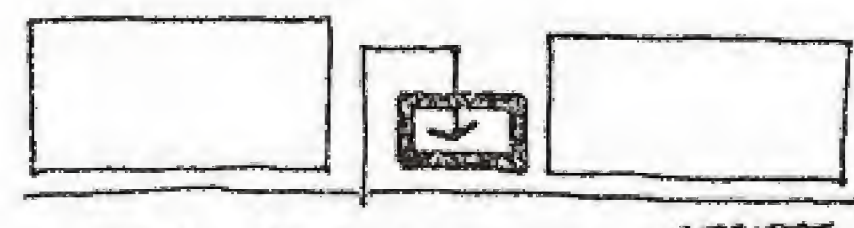
RELATE NEW TO EXISTING MASSING DENSITY



ACCENT STREET FACADE CONTINUITY



RELATE TO EXISTING MASS/VOID PATTERN



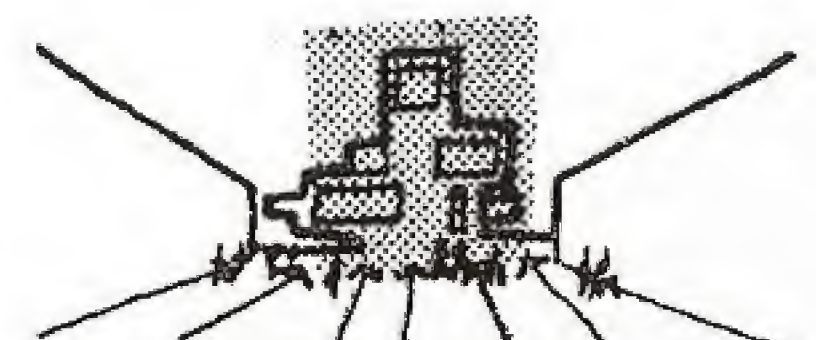
WALK BETWEEN • ENTER FROM REAR



USE SURROUNDING MOTIF IN A CONTEMPORARY WAY



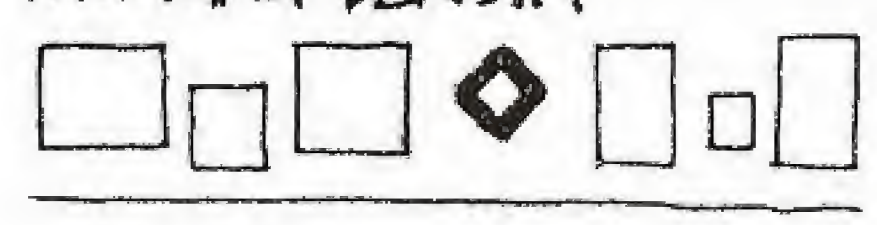
RELATE TO EXISTING BUILDING ENTRIES



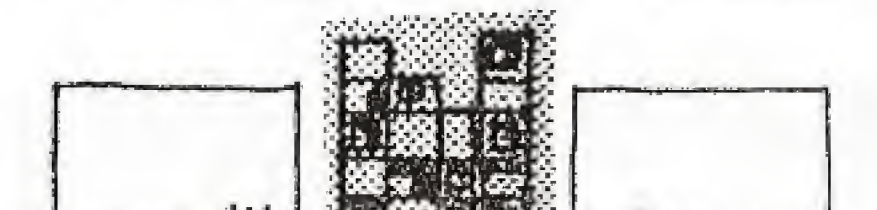
TERMINATE EXISTING VISUAL AXES



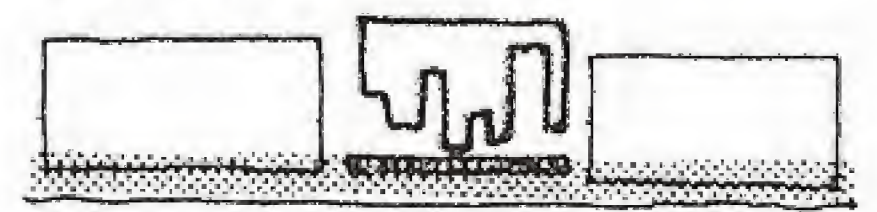
CONTRAST NEW WITH EXISTING MASSING DENSITY



CREATE FOREGROUND BUILDING BY GEOMETRY CONTRAST



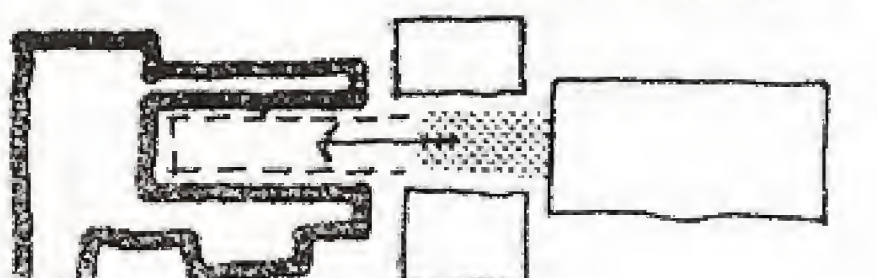
CONTRAST EXISTING MASS/VOID PATTERN



USE "FALSE" WALL TO RELATE TO EXISTING

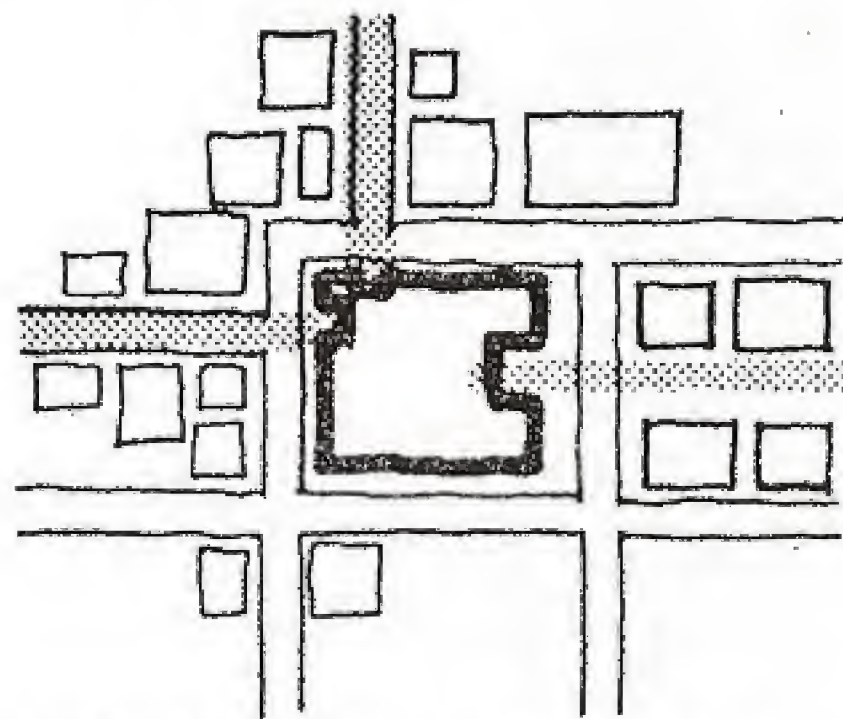


USE MOTIF IN NEW "VERBATIM"

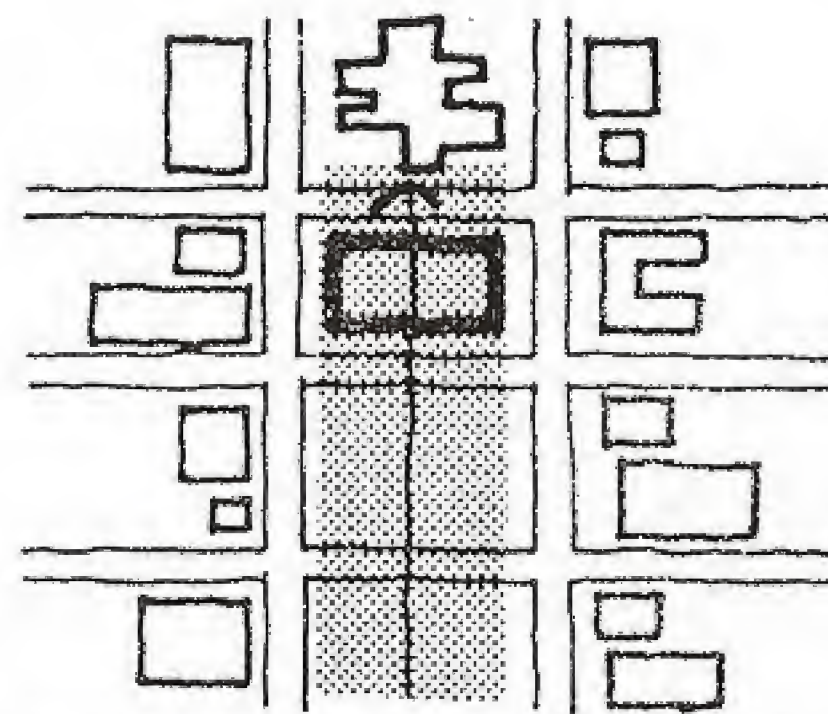


RELATE TO EXISTING EXTERIOR SPACES

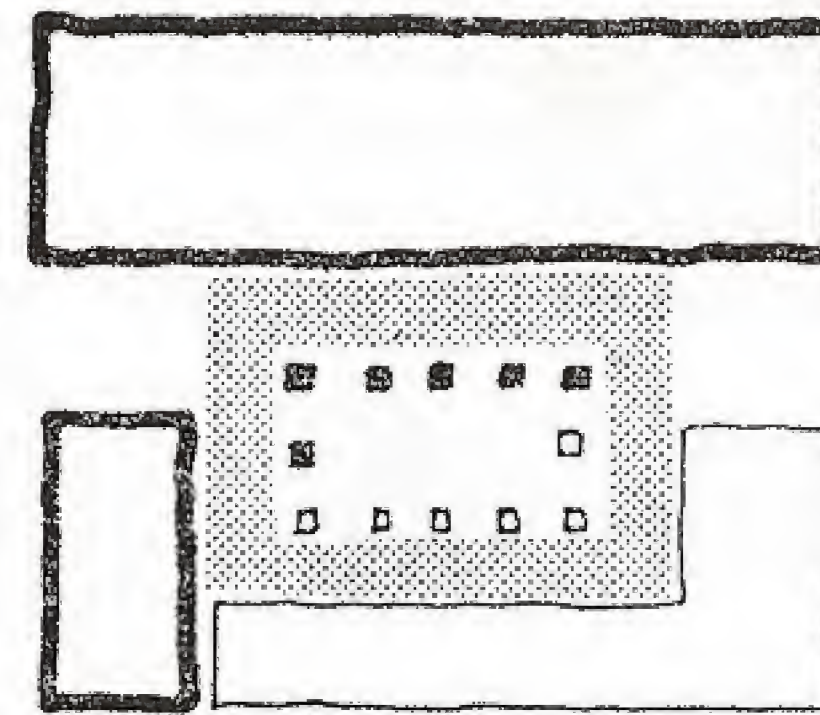




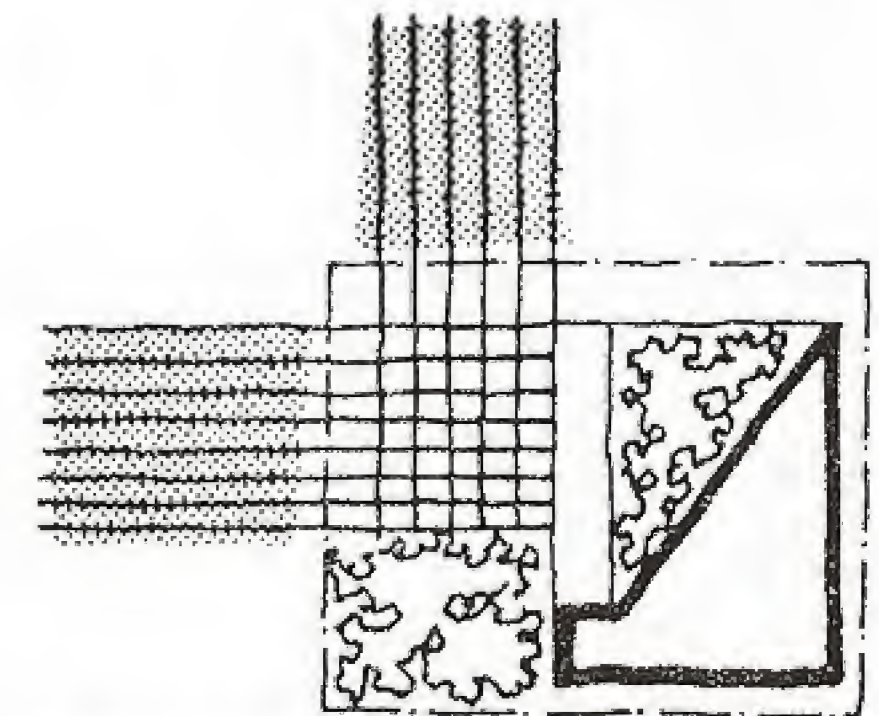
TERMINATE ALL IMPORTANT VISTAS TO THE SITE



BURY NEW BUILDING TO ALLOW VISTA TO CONTINUE

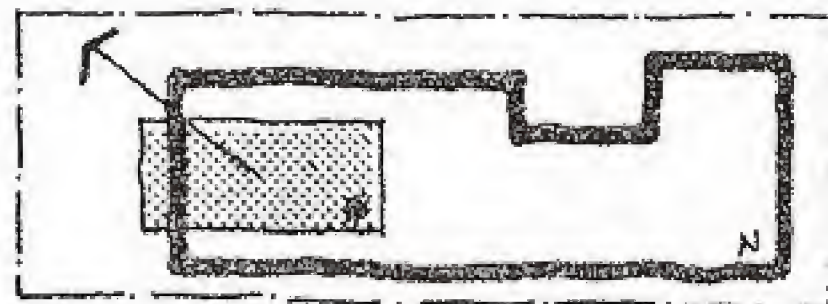


CONTINUE IMPORTANT SOLID/VOID RELATIONSHIPS

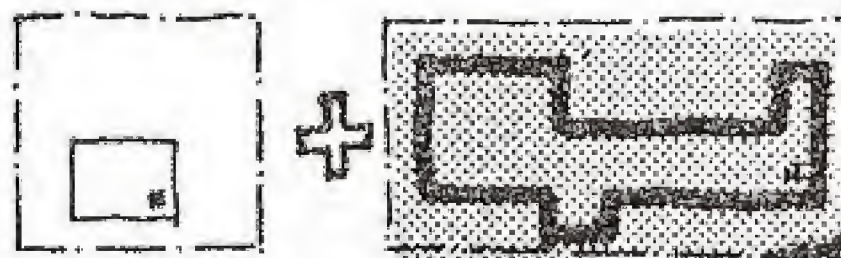


INTEGRATE SURROUNDING PAVING PATTERNS ONTO SITE

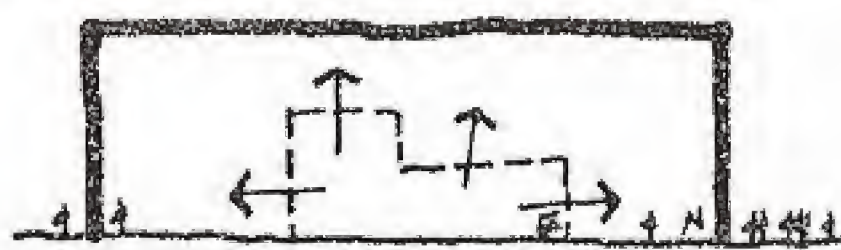
## Expansion of Existing Building



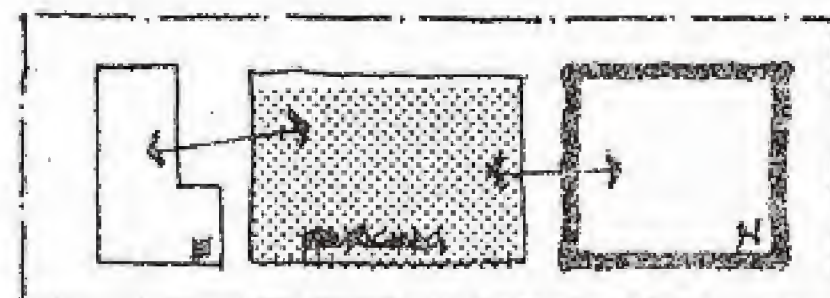
REMOVE EXISTING & REPLACE WITH NEW



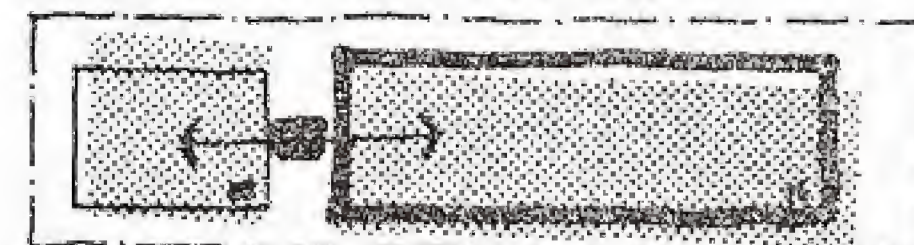
BUILD NEW ON A NEW SITE • USE OLD AS AN ADJUNCT FACILITY



BURY AND ABSORB OLD WITH NEW



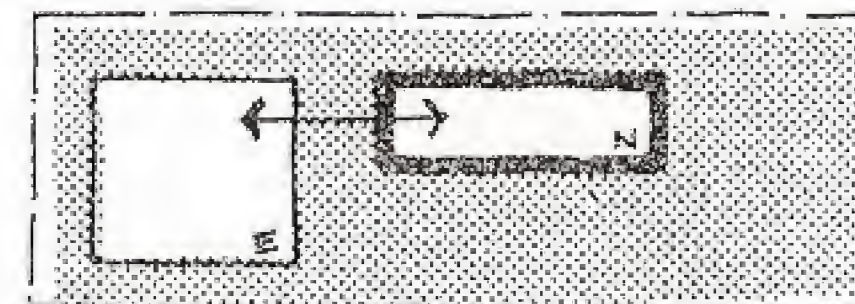
BUILD NEW TO AVOID EXISTING • USE COMMON PARKING



MINIMIZE NEW TO OLD PHYSICAL INTERFACE FOR PLANNING FLEXIBILITY



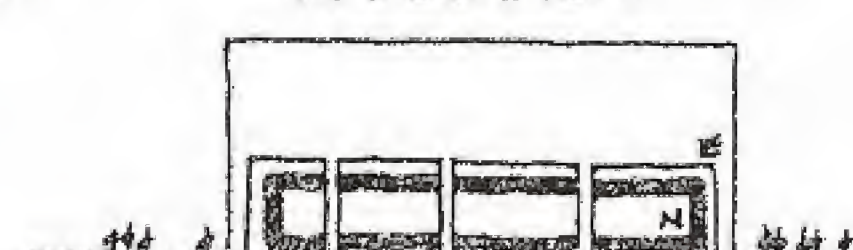
BUILD ADJACENT TO EXISTING



CONVERT EXISTING TO NEW USE • BUILD NEW TO SUPPLEMENT



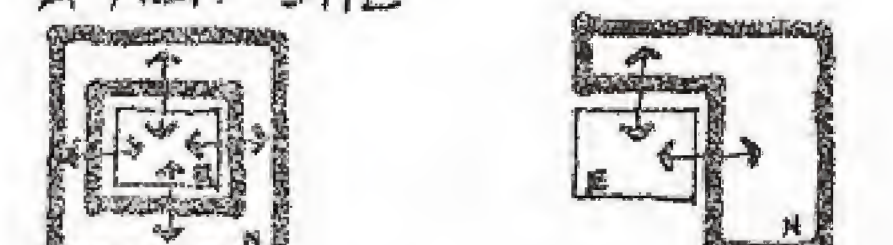
EXTEND EXISTING CIRCULATION



BUILD NEW UNDER EXISTING



ABANDON OLD • BUILD NEW ON A NEW SITE

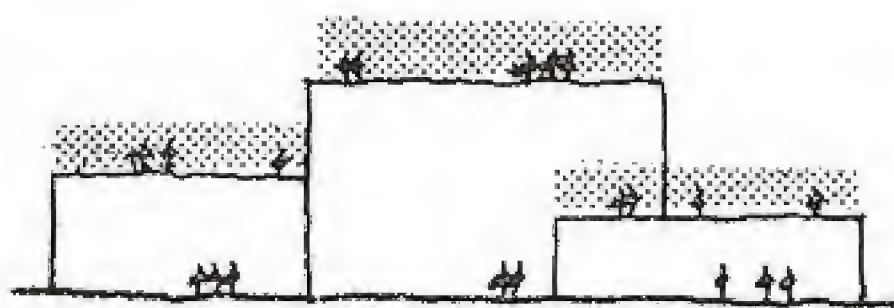


ENVELOP OLD WITH NEW

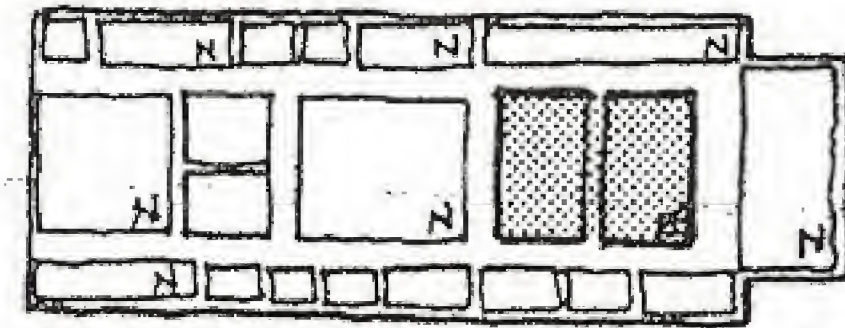


EXPAND UPWARD

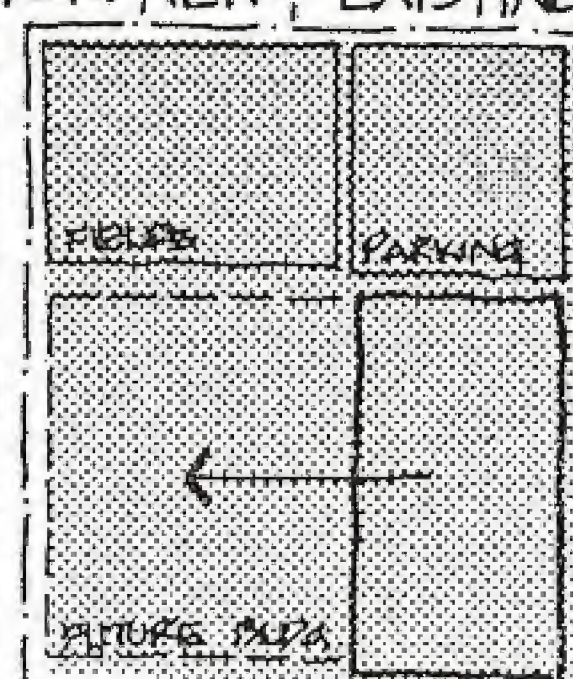
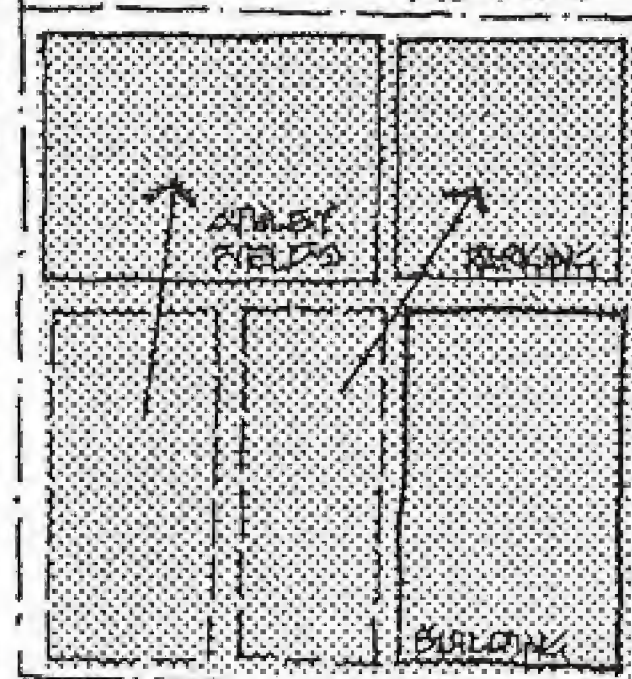
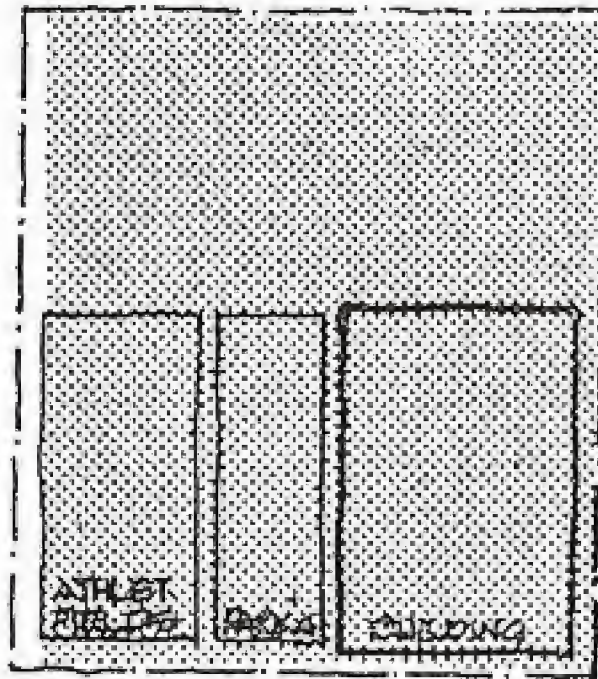




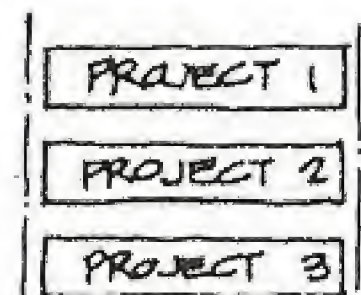
DEVELOP THE ROOF OF EXISTING



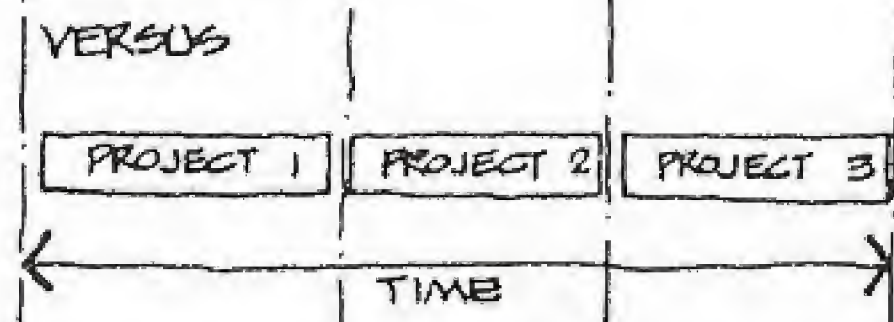
CREATE NEW CIRCULATION THAT WORKS FOR NEW & EXISTING



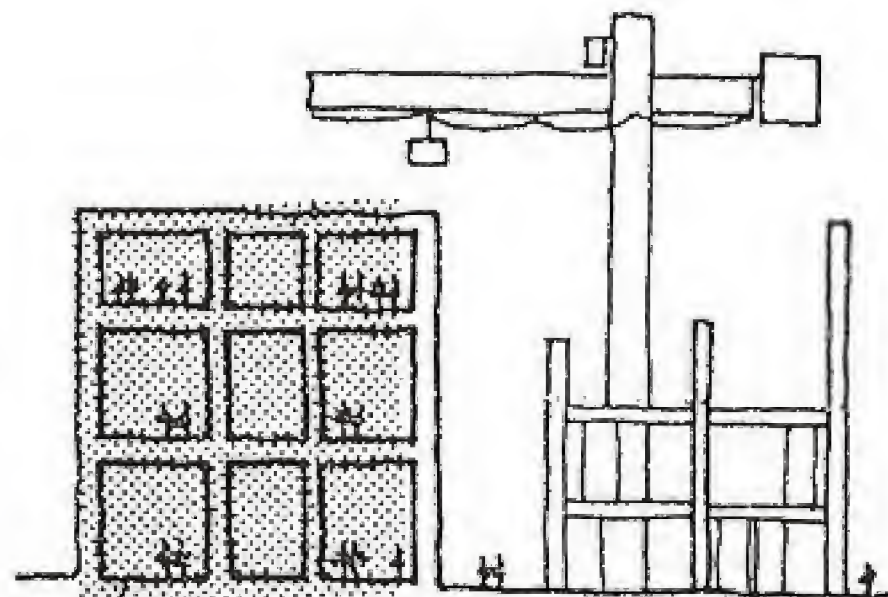
EXTERIOR USE AREAS ARE EASIEST TO RELOCATE FOR MASTER SITE ZONING FUTURE DEVELOPMENT



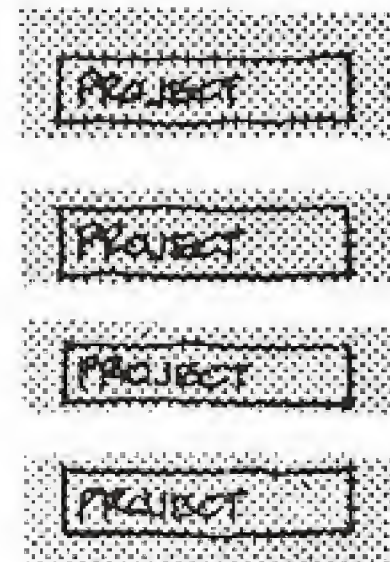
VERSUS



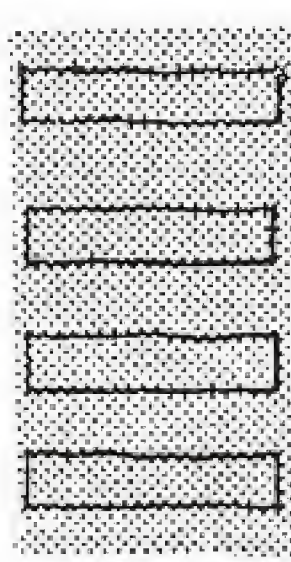
MINIMIZE TOTAL EXPANSION TIME BY SIMULTANEOUS PROJECTS



MINIMIZE INTERRUPTIONS OF ONGOING EXISTING FUNCTIONS

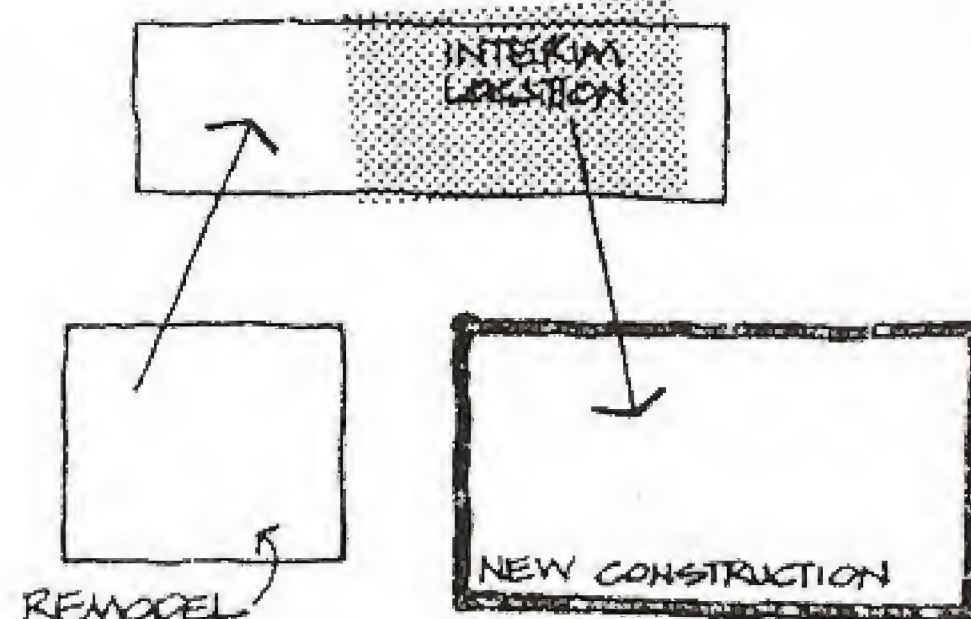


VS

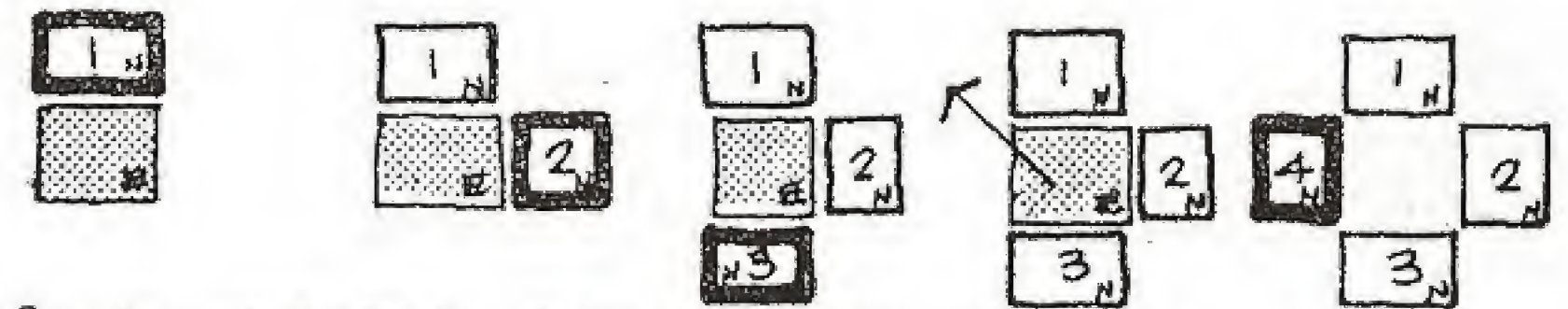


PROJECT

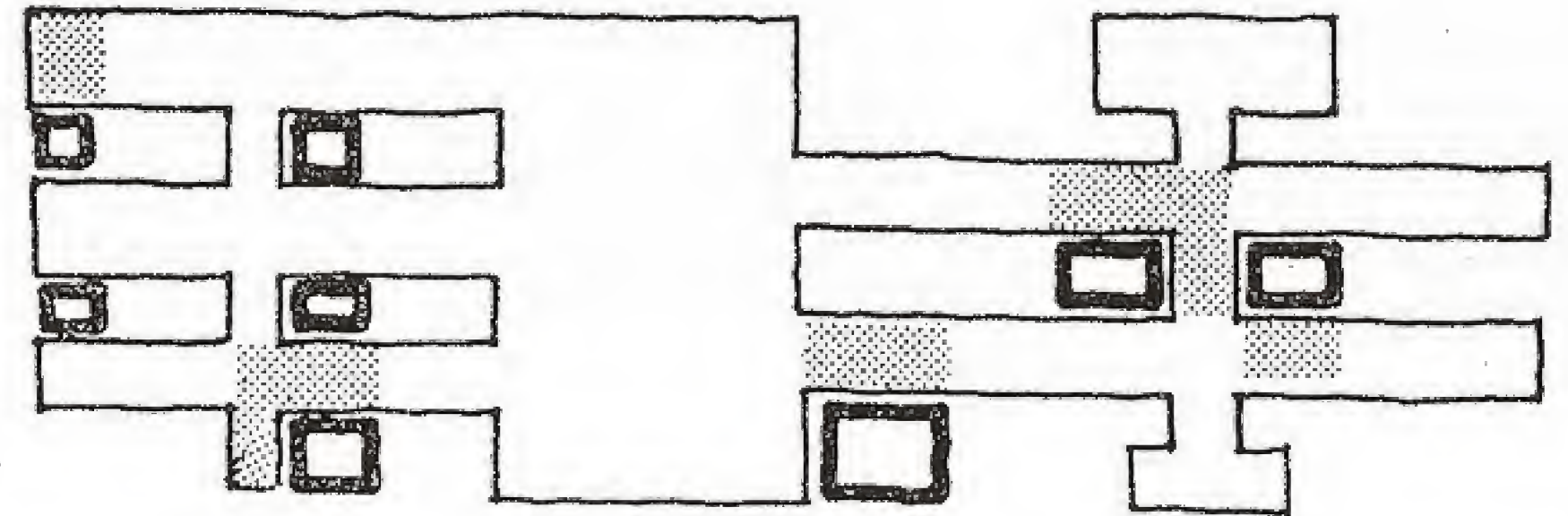
FEWER, LARGER PROJECTS RESULT IN CONSTRUCTION ECONOMY & EFFICIENCY



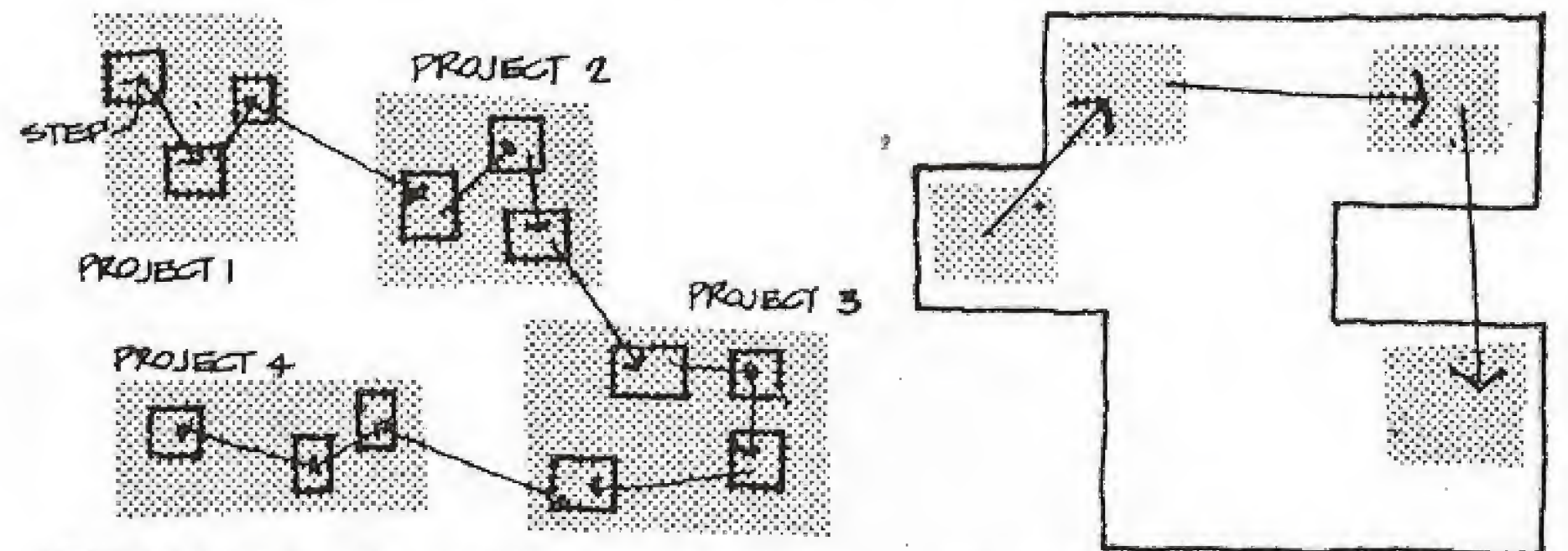
EXPANSION USUALLY INVOLVES TEMPORARY FUNCTION RELOCATION



PHASE EVENTUAL REMOVAL OF EXISTING

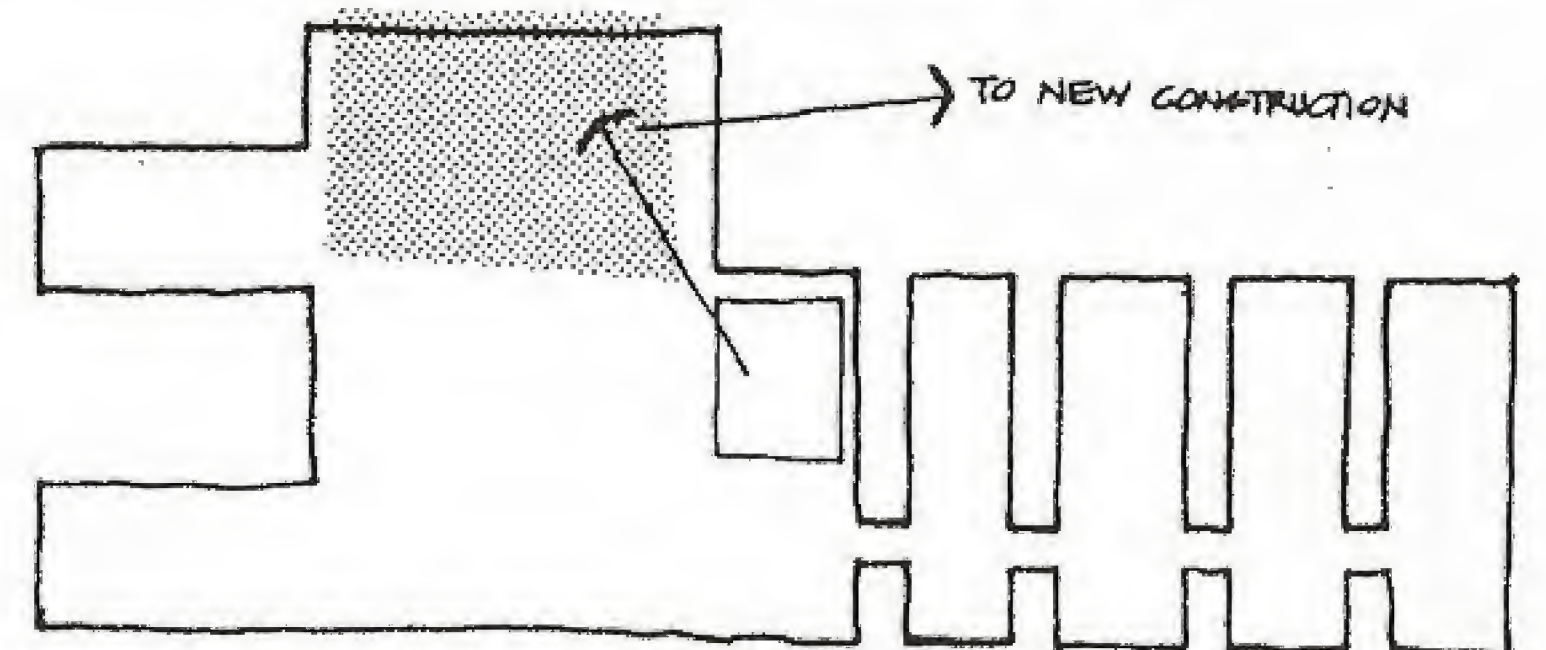


DENSIFY EXISTING WITH NEW • "HALO" AFFECT OF NEW TO IMPROVE ADJACENT EXISTING



EXPANSION SEGMENTS SHOULD BE INDEPENDENT OF ONE ANOTHER

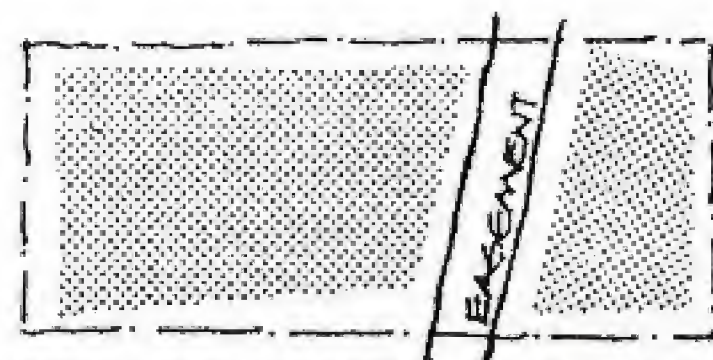
AVOID MULTIPLE FUNCTION RELOCATIONS



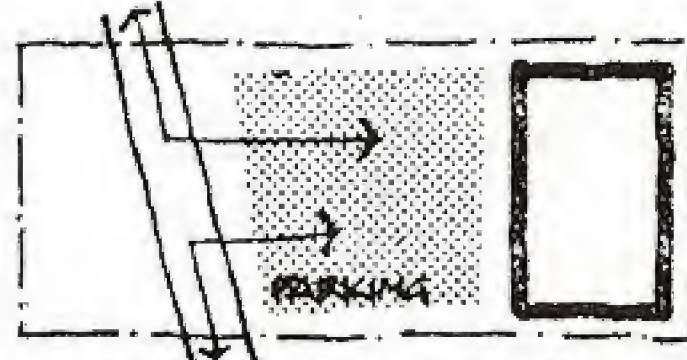
INTERIM LOCATIONS SHOULD ALSO BE AREAS MOST IN NEED OF RENOVATION



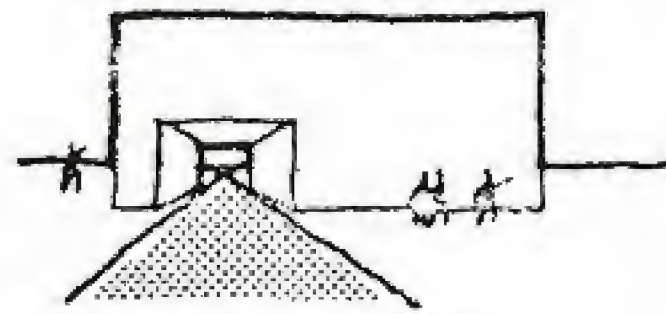
# Easements



USE TO ZONE SITE INTO RESPECTIVE USES



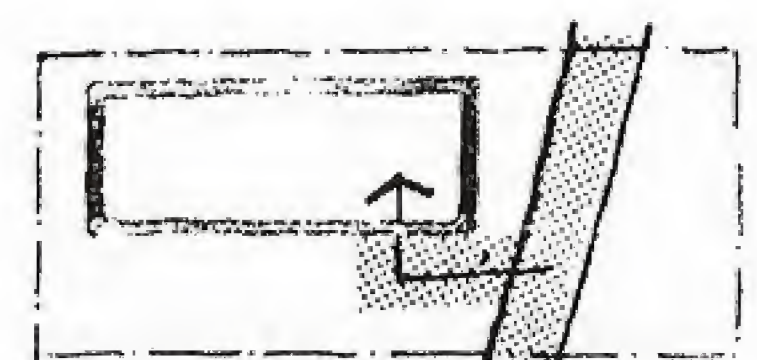
USE FOR VEHICULAR CIRCULATION & PARKING ACCESS



BUILD OVER TO PRESERVE

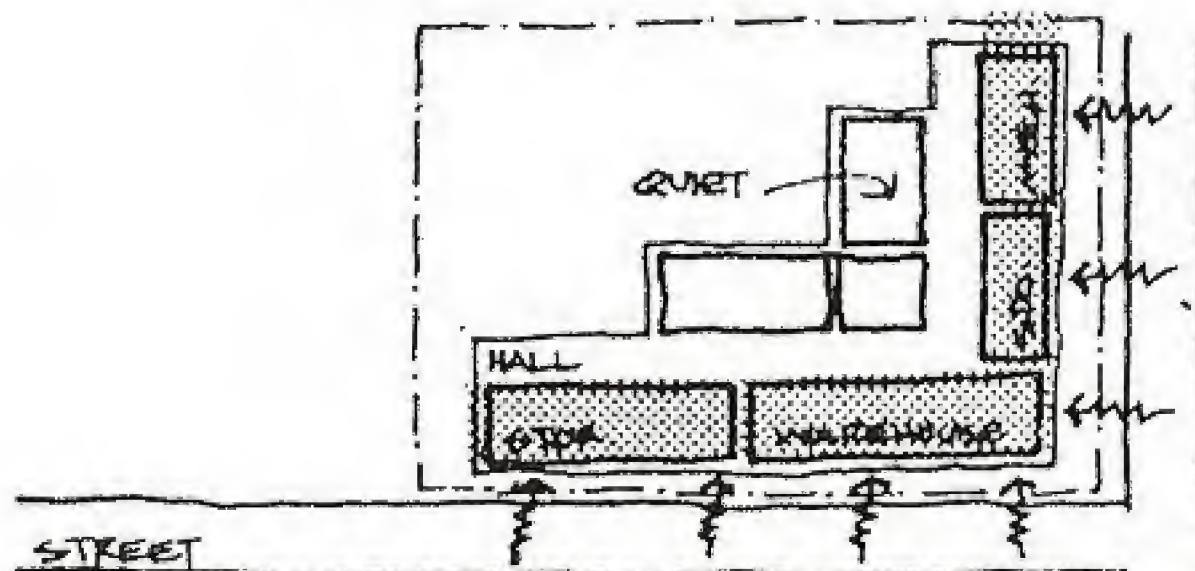


REROUTE TO OPEN SITE FOR DEVELOPMENT

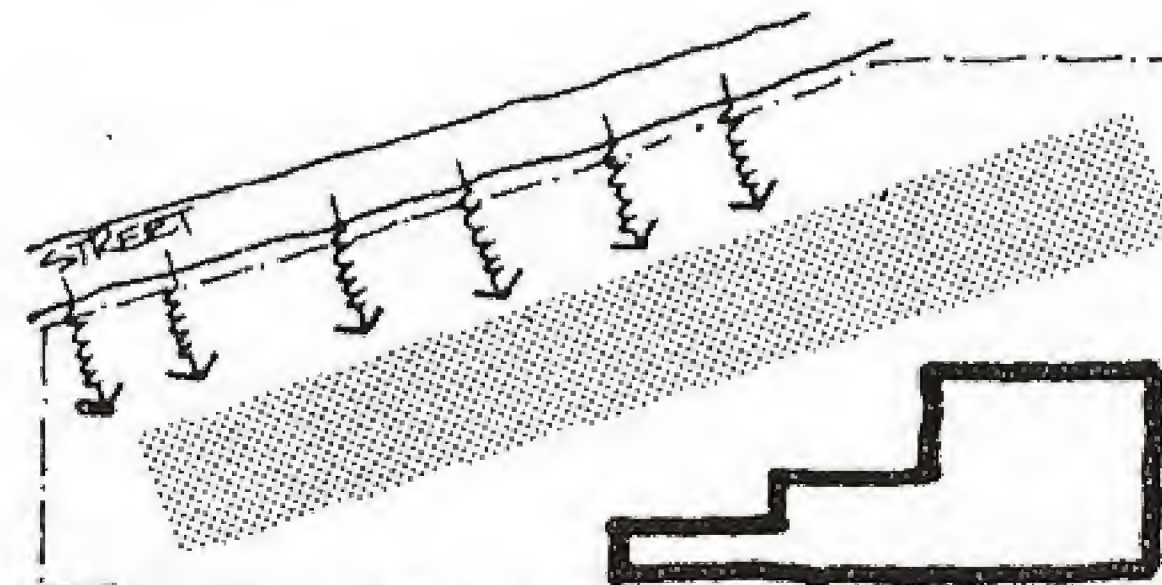


USE FOR SERVICE TRAFFIC TO BUILDING

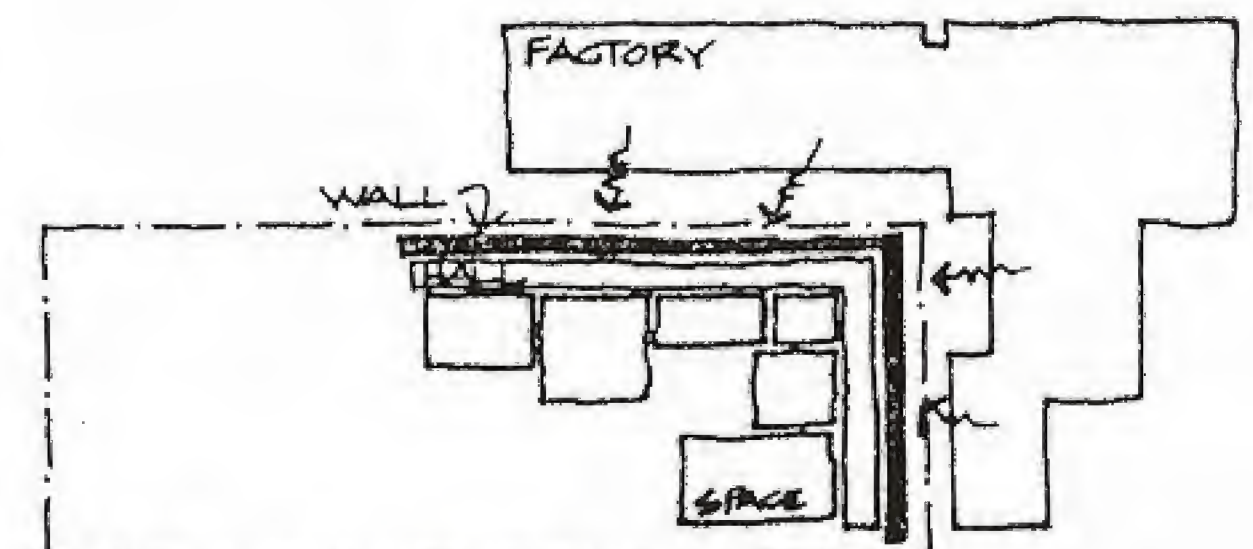
# Noise



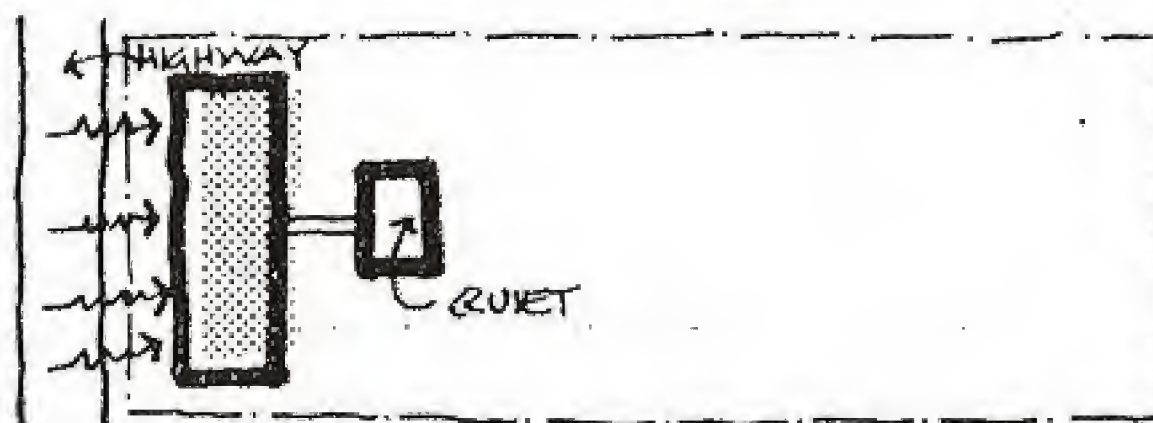
USE STORAGE & OTHER BUFFER SPACES TO PROTECT QUIET SPACES



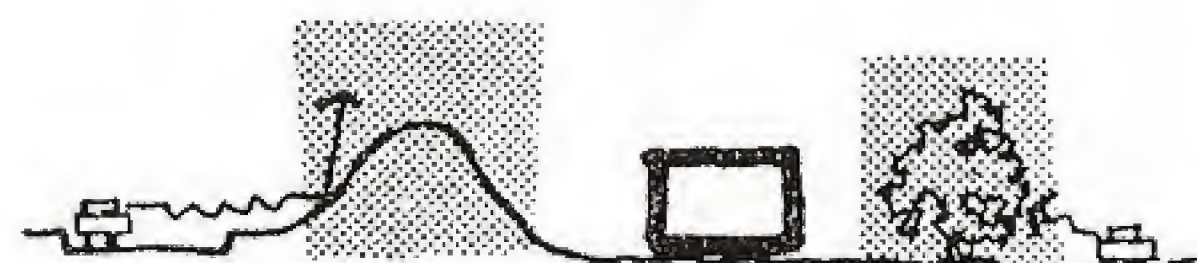
ZONE BUILDING AWAY FROM NOISE



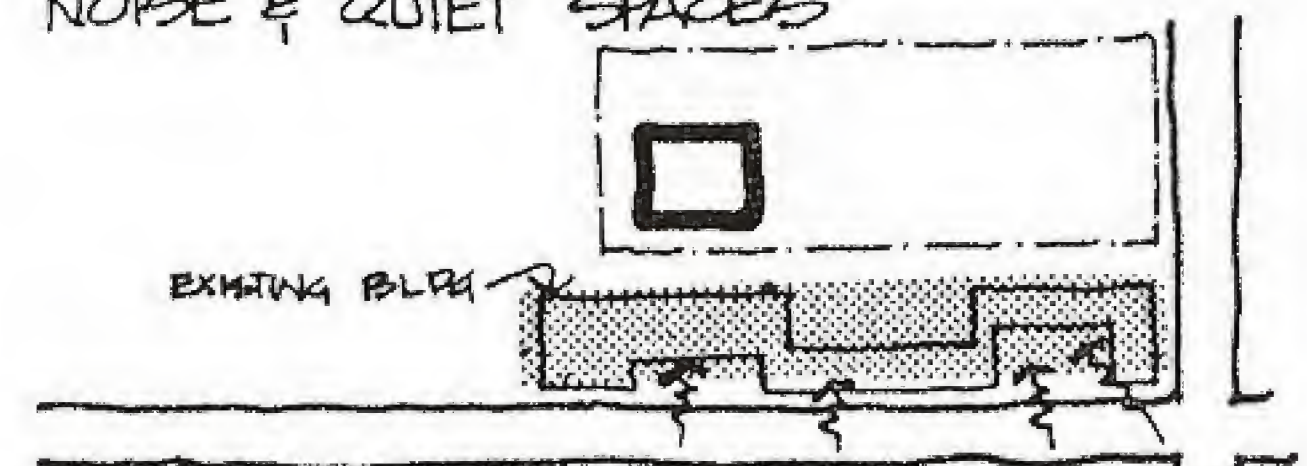
BUILD ACOUSTICAL WALL BETWEEN NOISE & QUIET SPACES



USE BUILDING AS BUFFER BETWEEN NOISE & BUILDING NEEDING QUIET

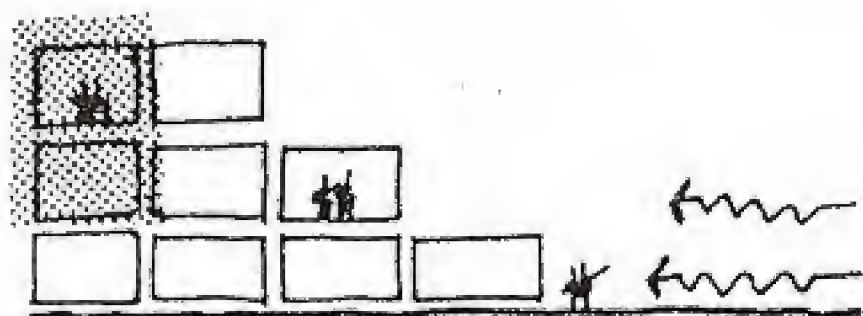


USE LAND FORMS & TREES AS BUFFER

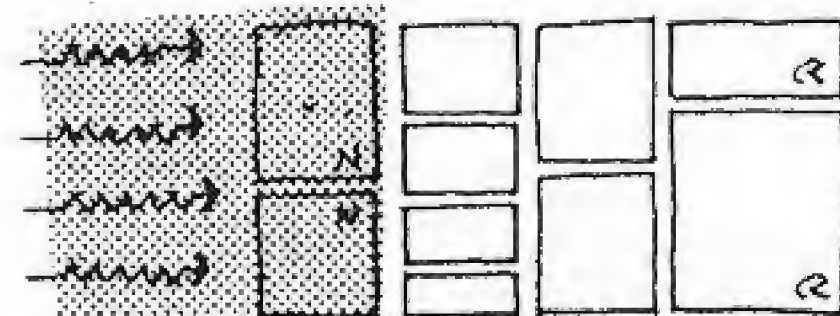


USE EXISTING SURROUNDINGS AS BUFFER BETWEEN NOISE & BUILDING

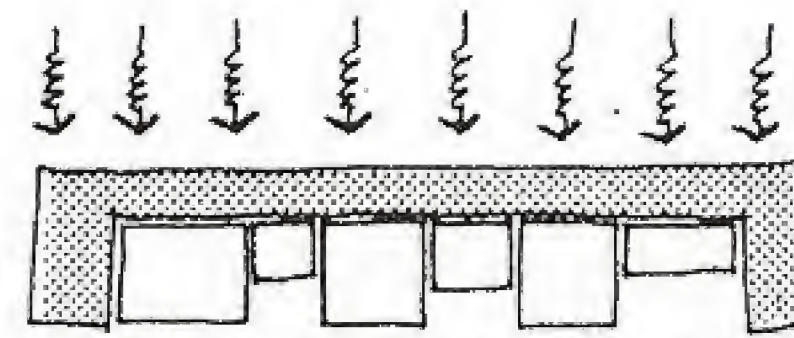




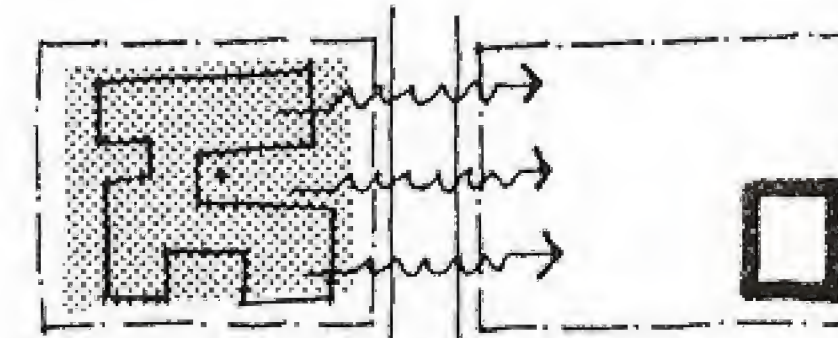
ZONE QUIET SPACES AWAY FROM NOISE



GROUP NOISY SPACES WITH OUTSIDE NOISE SOURCE



CIRCULATION AS A NOISE BUFFER



STOP OR REDUCE NOISE AT ITS SOURCE

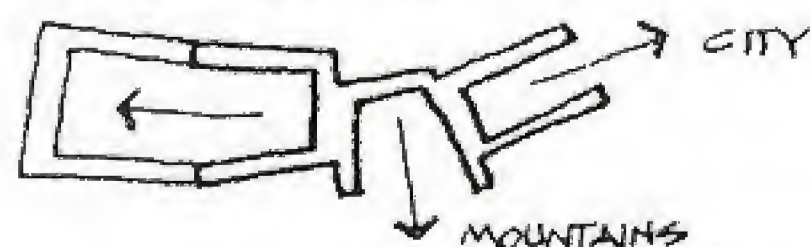
## Views from the Site



ZONE VIEW SPACES TO VIEW SIDE



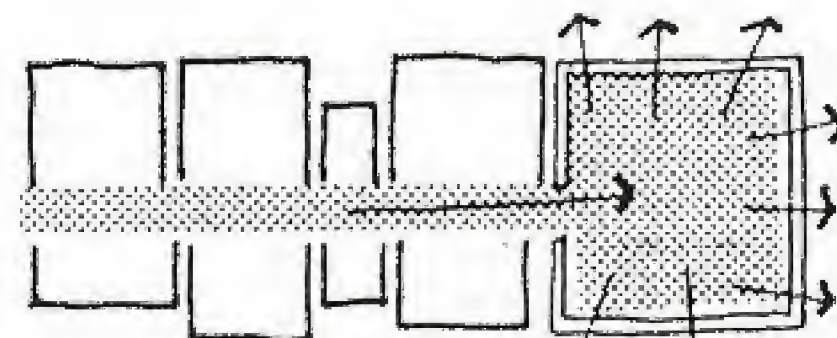
PROVIDE A VIEW BUBBLE ON THE BUILDING



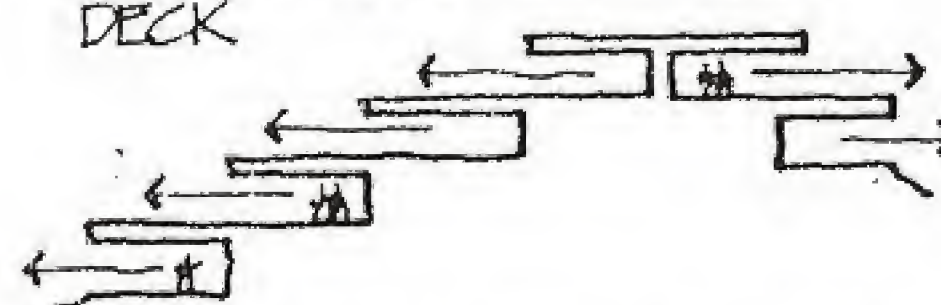
ZONE SPACES FOR APPROPRIATE VIEW TYPES



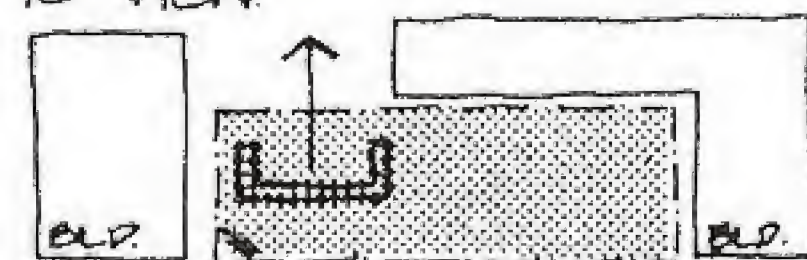
VIEW FROM STAIR LANDING



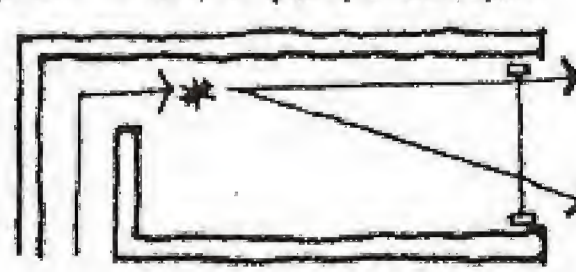
PROVIDE ACCESS TO VIEW DECK



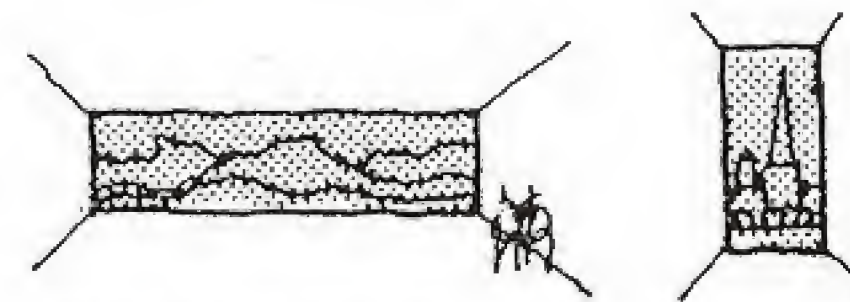
STEP SPACES FOR ACCESS TO VIEW



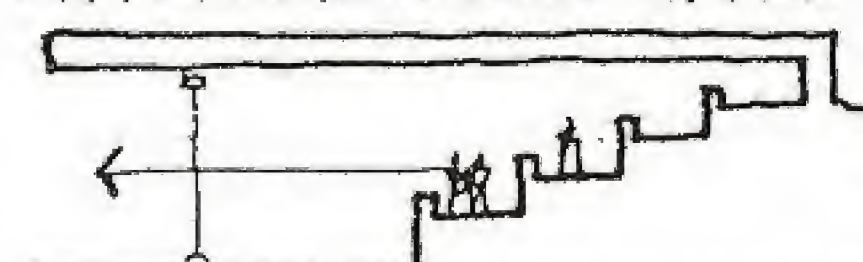
PLACE BUILDING TO AVOID SURROUNDING VIEW BARRIERS



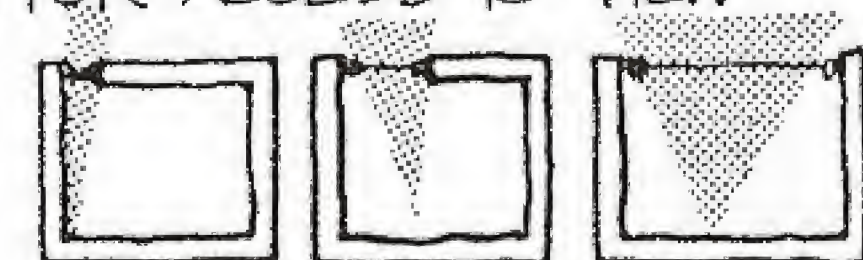
PRESENT VIEW ON ENTRY TO SPACE



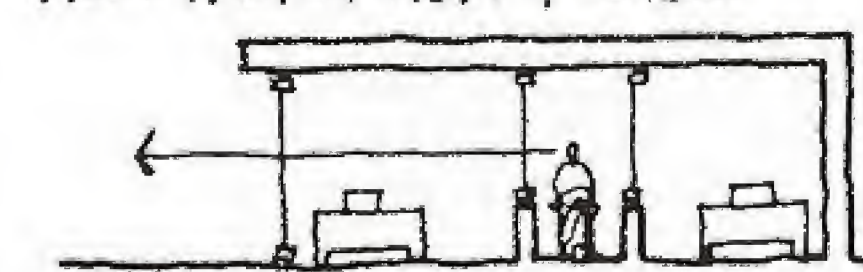
FRAME VIEWS WITH APPROPRIATE WINDOW SHAPES



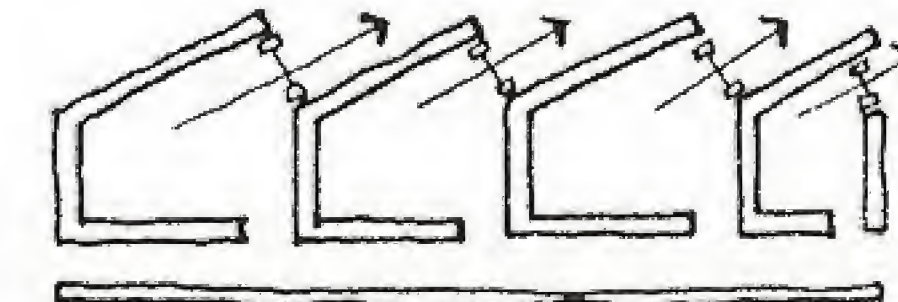
STEP USE ZONES IN SPACES FOR ACCESS TO VIEW



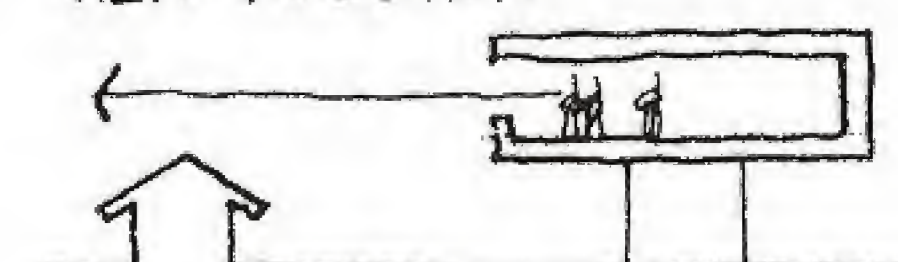
WINDOW PROPORTION BASED ON VIEW PROPORTION & SIZE



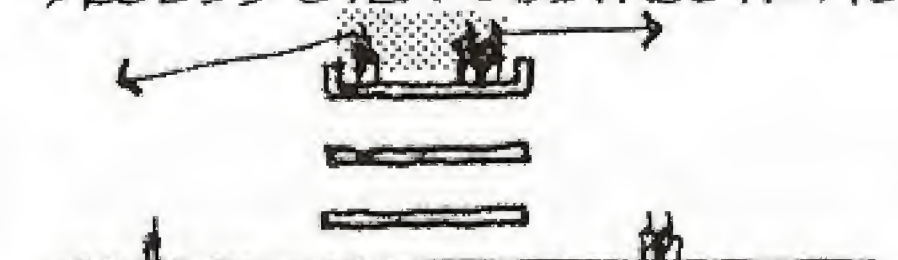
TRANSPARENT INTERIOR WALLS TO GIVE VIEW TO "BURIED" SPACES



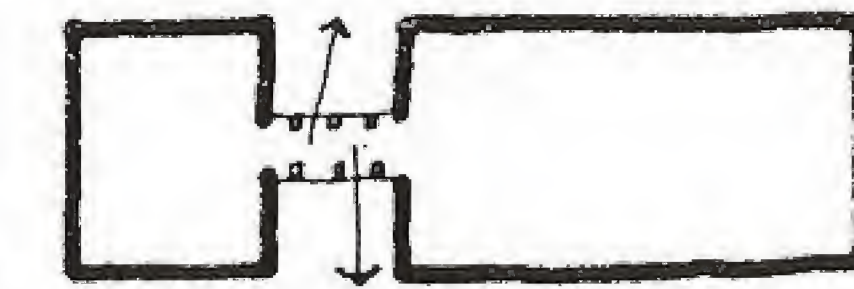
AIM PENETRATION TOWARD VIEW DIRECTION



RAISE SPACES FOR VIEW ACCESS OVER OBSTRUCTIONS

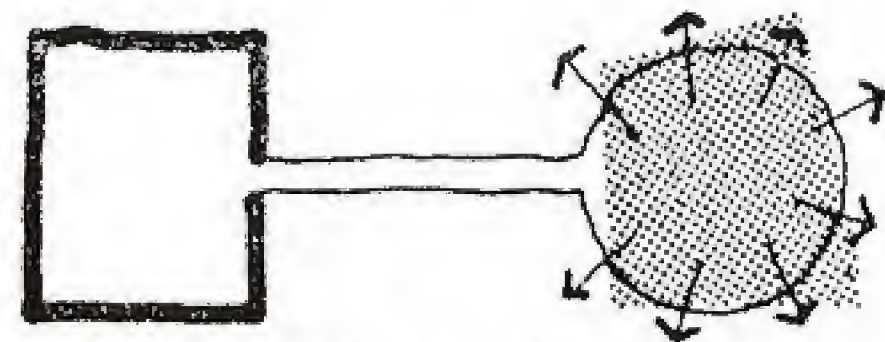


VIEW DECK ON ROOF

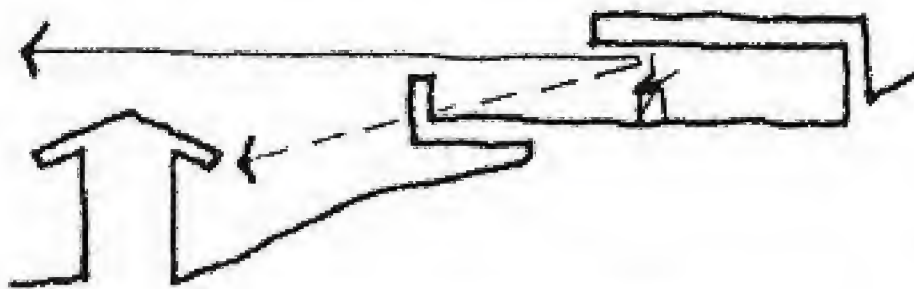


VIEW FROM TRANSPARENT LINK BETWEEN BUILDINGS

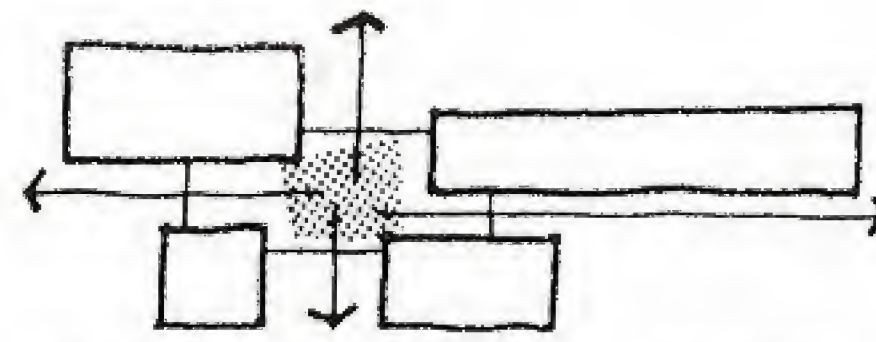




CREATE SPECIAL VIEW AREA



USE RAIL TO CUT OFF POOR VIEW BELOW



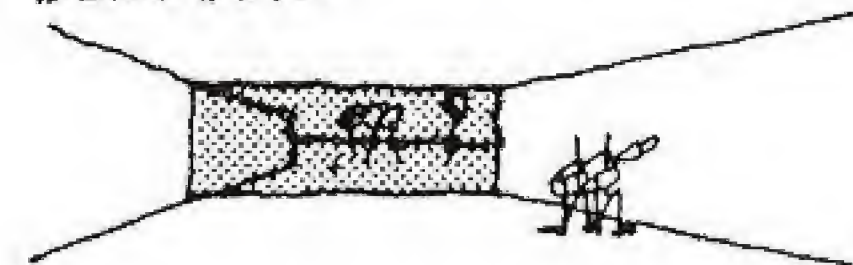
MAKE VIEW AVENUES FROM BUILDING 'CORE' AREAS



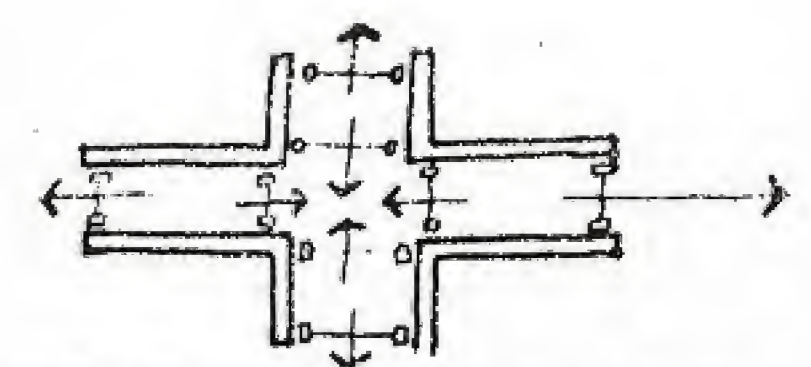
TRANSPARENT BUILDING TOWARD GOOD VIEW • OPAQUE TO BAD



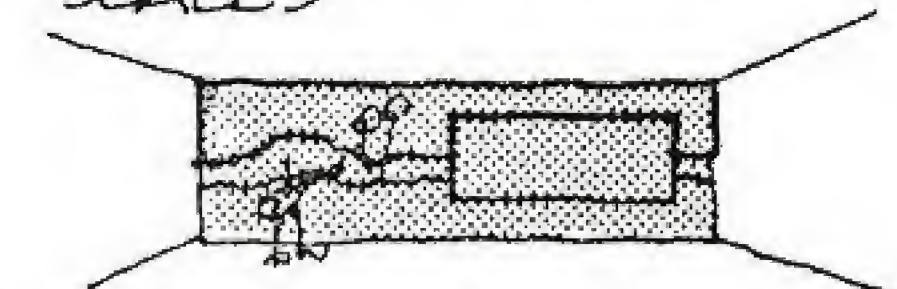
RESPECT VIEWS FROM OTHER BUILDINGS



USE WING WALLS TO SCREEN OFF BAD VIEWS FROM GOOD



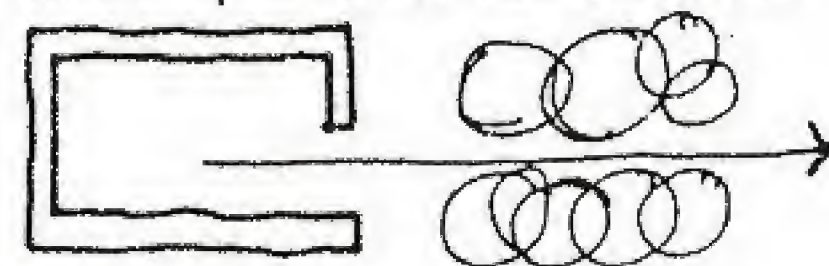
CREATE VARIETY OF VIEW SCALES



USE DETACHED WALLS TO SCREEN BAD VIEWS FROM GOOD



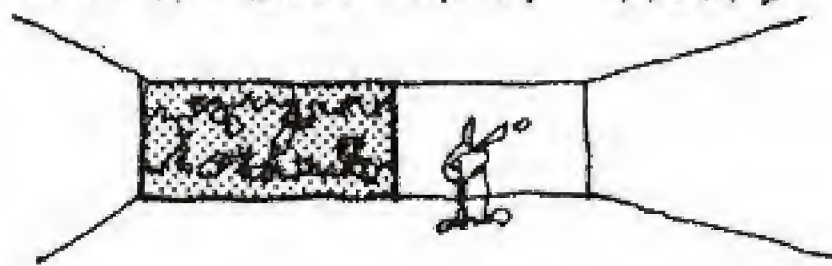
USE BERMS TO SCREEN BAD VIEWS & CREATE GOOD ONES



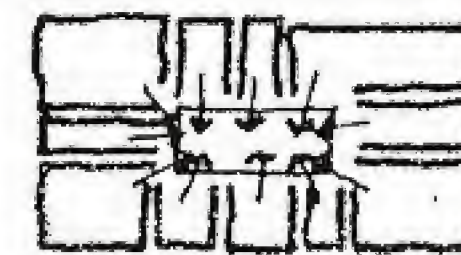
FRAME GOOD VIEWS WITH LANDSCAPING



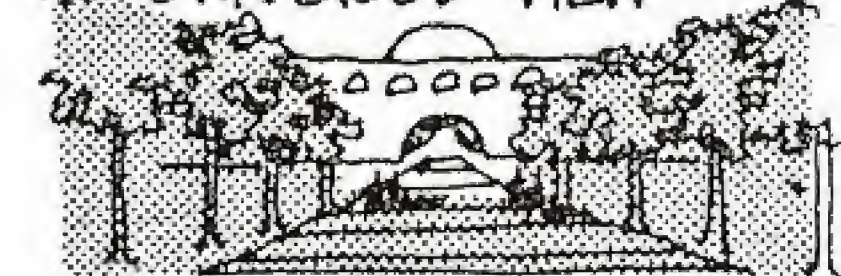
USE WALLS TO CREATE CONTROLLED GOOD VIEWS



SCREEN POOR VIEWS WITH LANDSCAPING



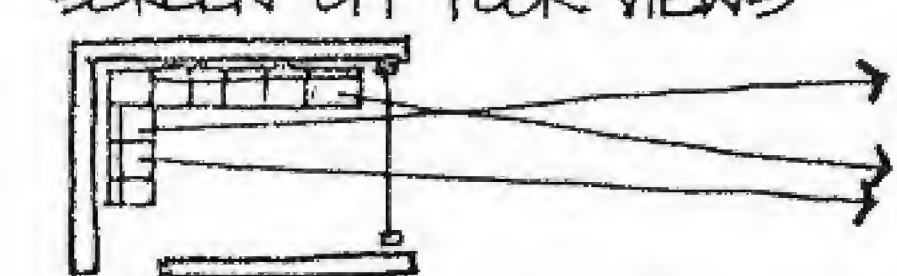
INTROVERT THE BUILDING TOWARD ITS OWN GOOD VIEW



CREATE VIEW AVENUES WITH LANDSCAPING



USE EXISTING LAND FORMS TO SCREEN OFF POOR VIEWS

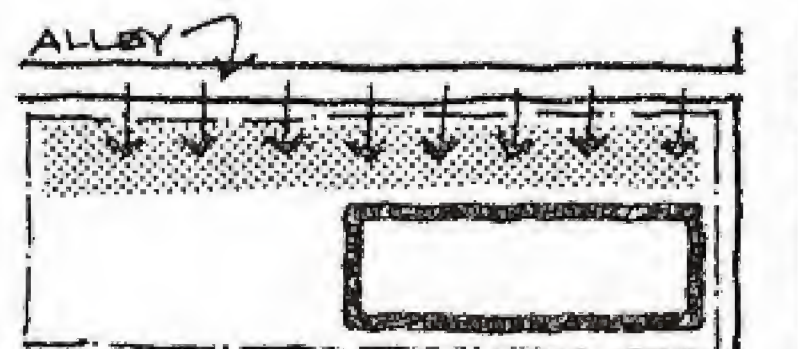


PLACE FURNITURE IN RESPONSE TO VIEWS

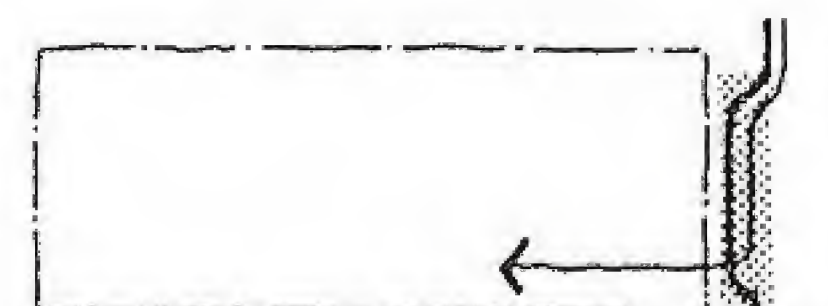
## Off Site Vehicular Traffic



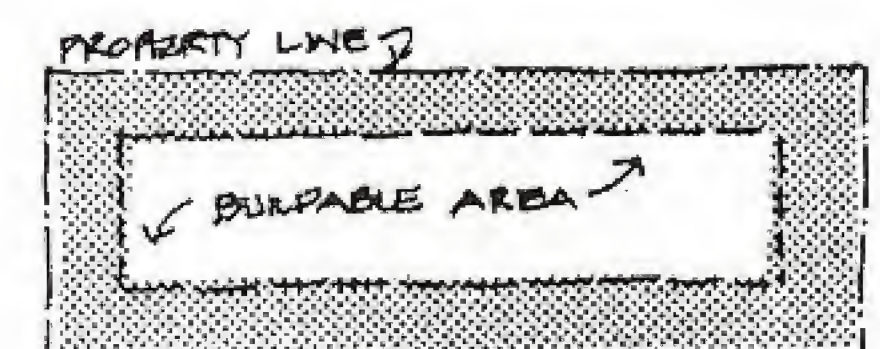
PRESENT IMAGE FACADE TO MAJOR TRAFFIC ARTERY



USE ALLEY FOR PERIPHERY SITE CIRCULATION & PARKING ACCESS

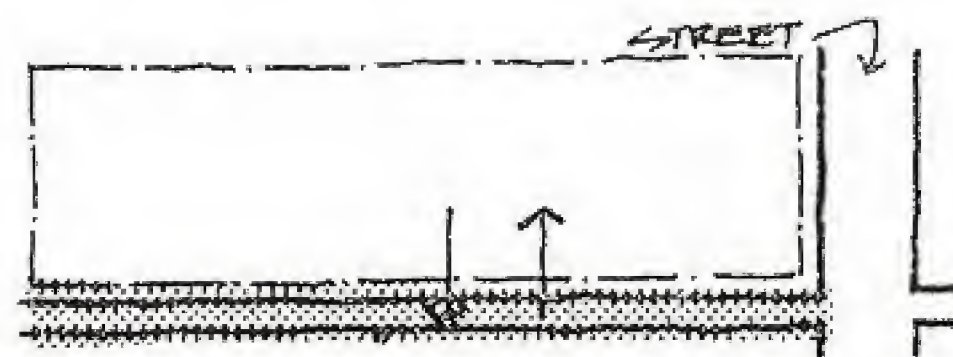


PROVIDE DECELERATION LANE FROM MAJOR ARTERY

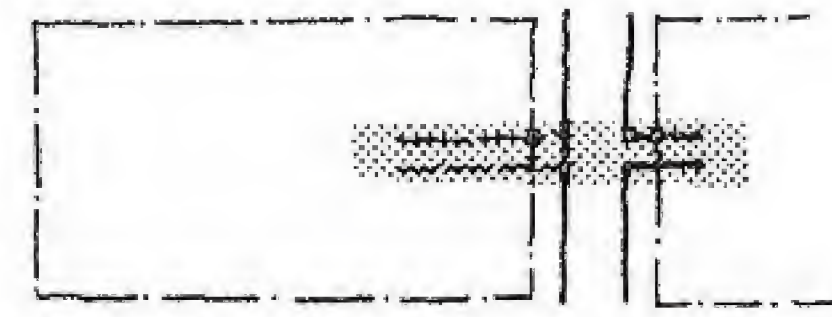


PUT PAVING & PARKING IN SET BACK AREAS

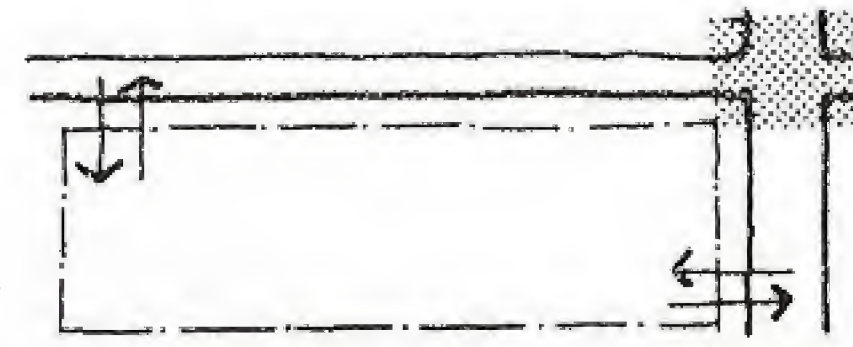




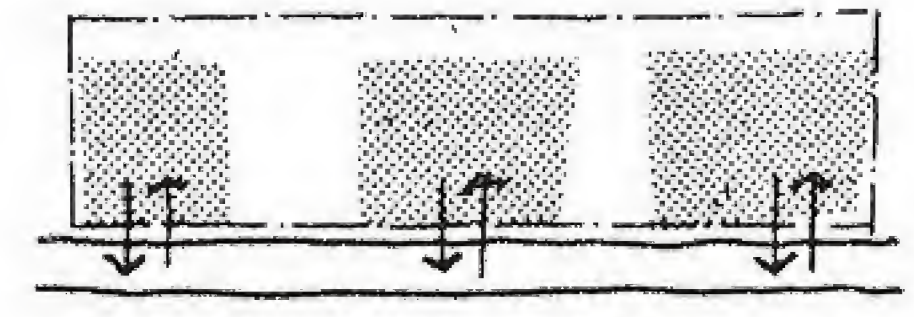
RECEIVE TRAFFIC FROM MINOR  
LOW SPEED STREETS



RELATE SITE ENTRY TO OTHERS  
ACROSS FROM SITE



ENTER SITE AT FURTHEST  
POINTS FROM INTERSECTIONS



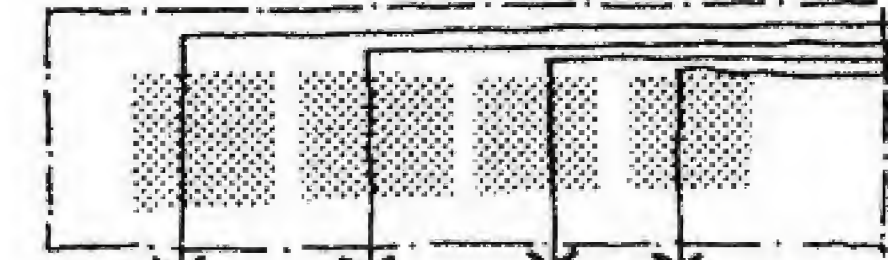
SPECIAL SITE ENTRIES FOR  
SPECIAL SITE FUNCTIONS



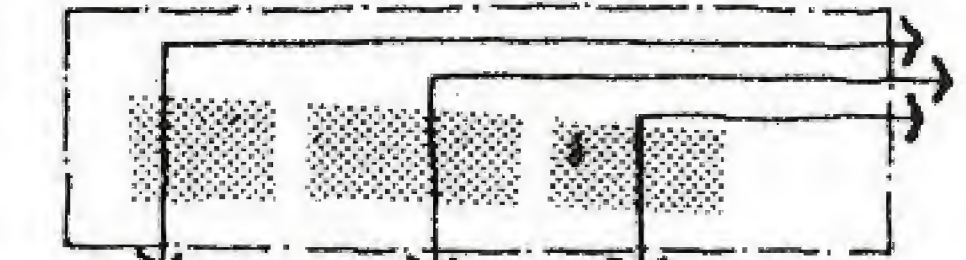
RECEIVE TRAFFIC AT ONE ENTRY,  
SORT OUT ON SITE LATER



SEPARATE PUBLIC FROM  
SERVICE TRAFFIC

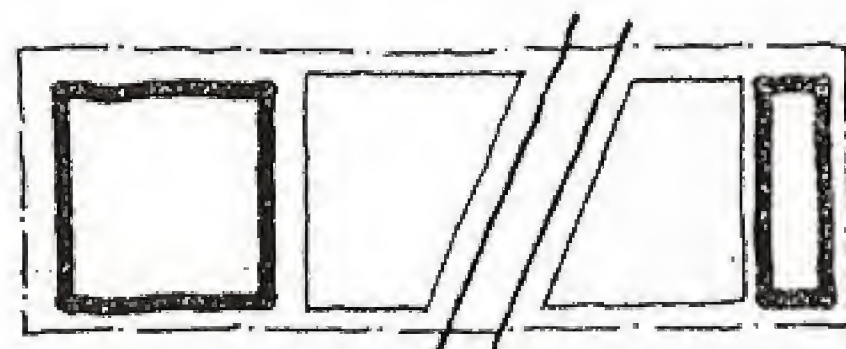


USE ONE WAY LOOP SYSTEM  
FOR ENTRY • PARK • EXIT

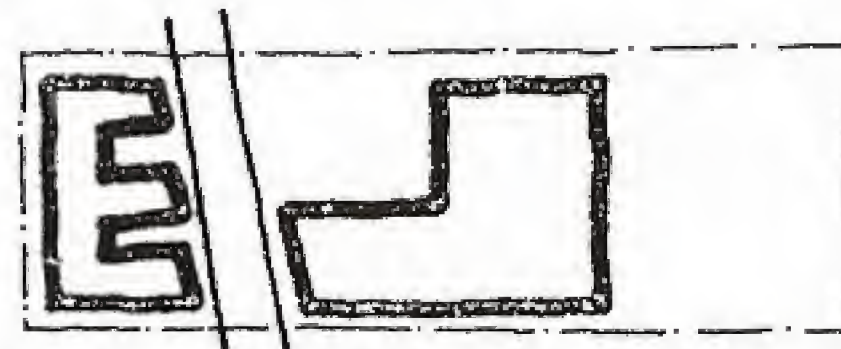


USE TWO-WAY SYSTEM

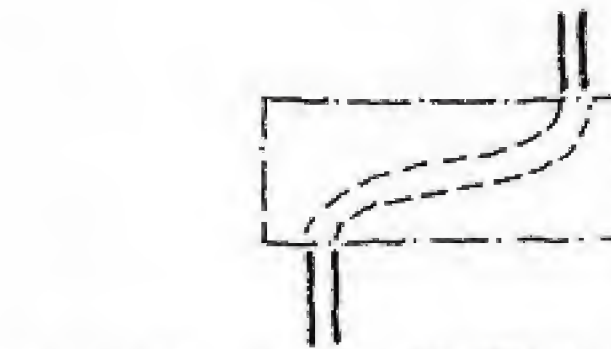
## Existing On Site Vehicular Traffic



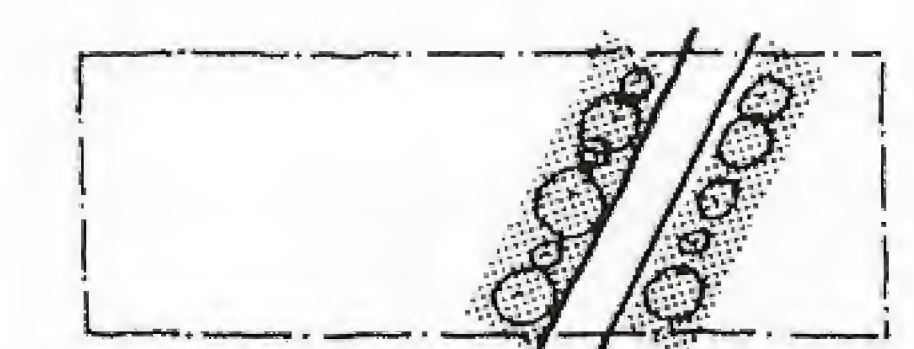
USE AS BASIS FOR SITE USE  
ZONING



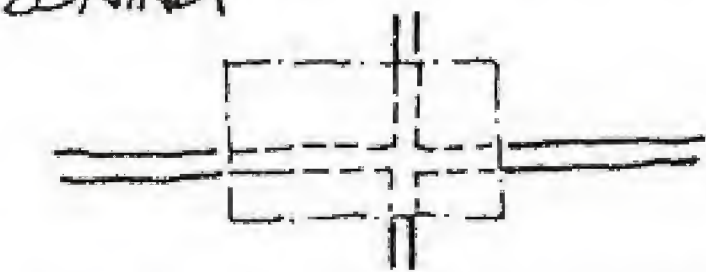
RESPOND WITH BUILDING  
GEOMETRY



MAKE NEW PATTERN THROUGH  
SITE WHERE NEEDED



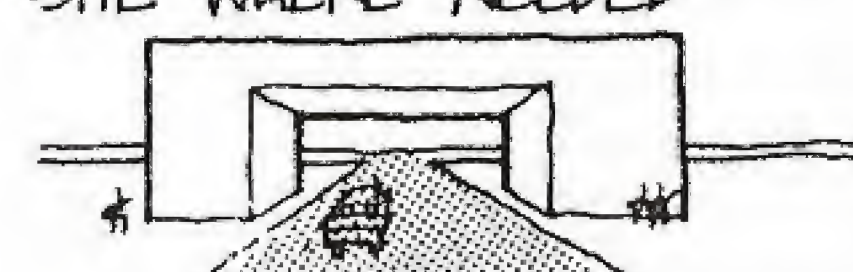
REINFORCE DRIVERS'  
EXPERIENCE



MAKE LINKAGES WHERE  
IMPORTANT



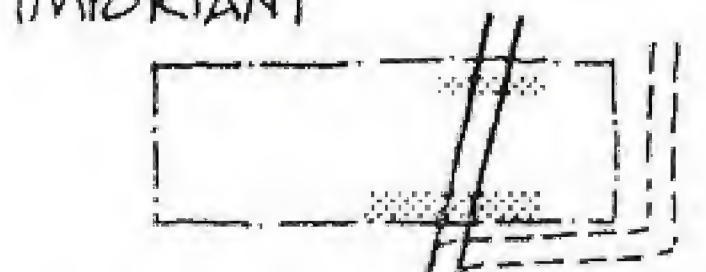
ALTER PATH TO MAKE SITE  
PLANNING MORE FLEXIBLE



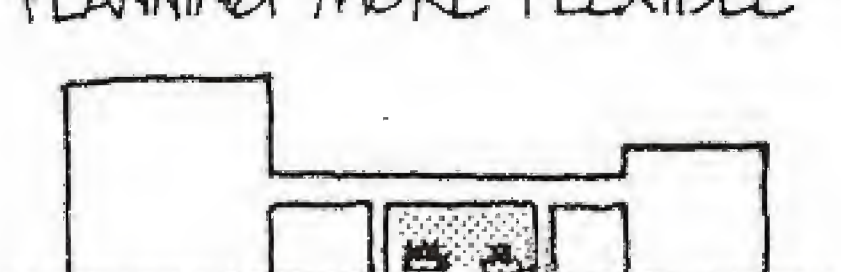
ACCOMMODATE WITH A BUILDING  
TUNNEL



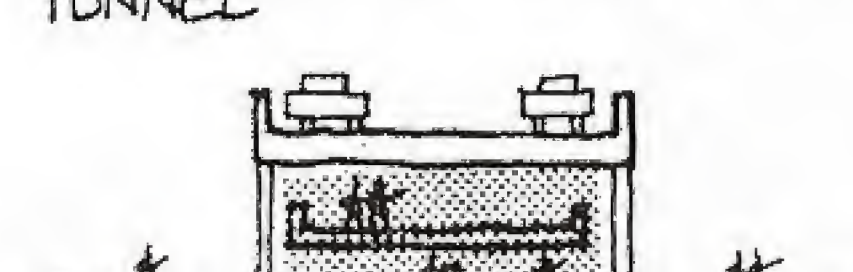
USE FOR ACCESS TO PARKING



CLOSE STREET & DIVERT  
TRAFFIC



SPLIT BUILDING & BRIDGE  
OVER



RAISE ROAD & DEVELOP  
BELOW

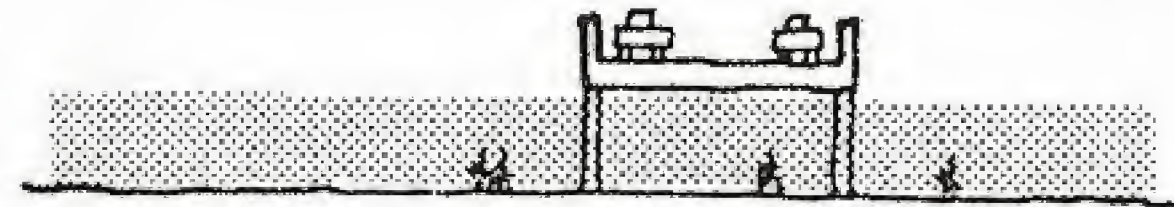


ENVELOP & HIDE ROAD WITH  
BUILDING

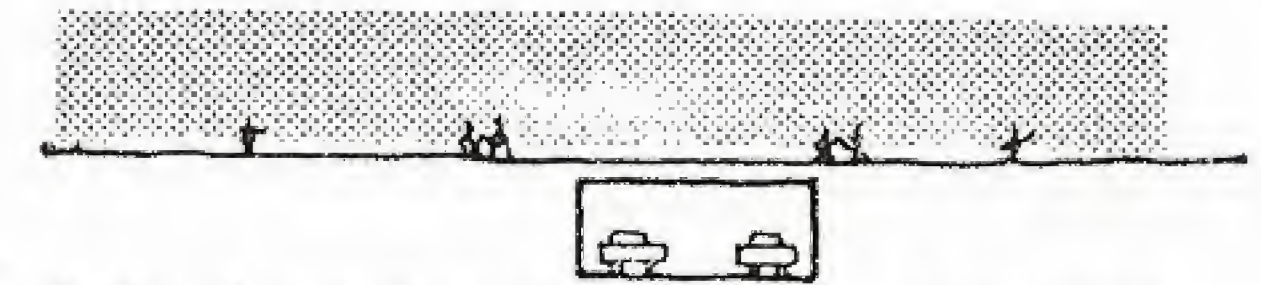




BERM TO SCREEN VISUALLY

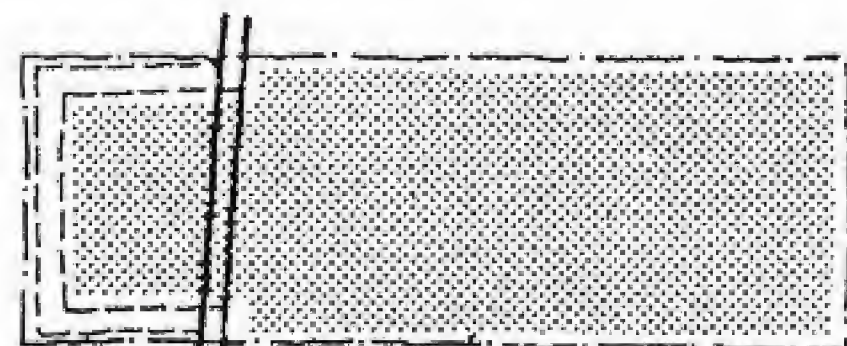


RAISE TO FREE SITE FLOOR FOR DEVELOPMENT



BURY ROAD TO ELIMINATE AS A FACTOR

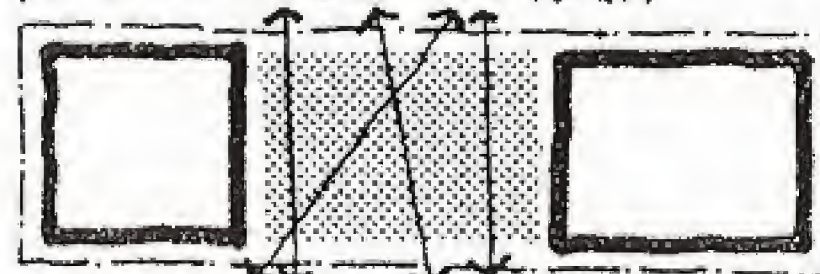
## Existing On Site Pedestrian Traffic



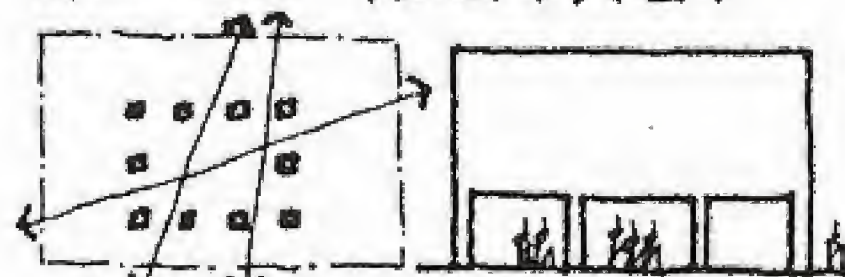
RELOCATE FOR MORE FLEXIBLE SITE ZONING



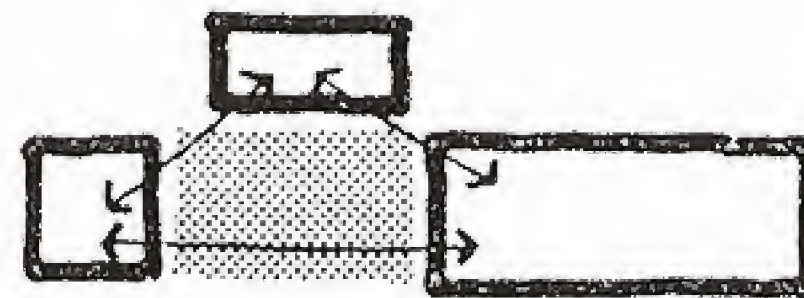
ALTER BUILDING GEOMETRY TO ACCOMMODATE PATH



ACCOMMODATE WITH AN ENLARGED PLAZA AREA



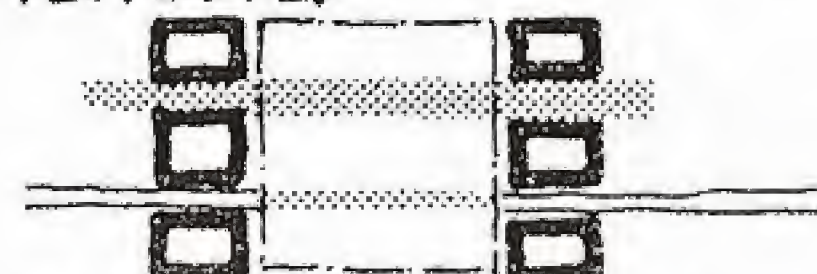
RAISE BUILDING TO ALLOW MULTIDIRECTIONAL PATHS



ALLOW LINKS BETWEEN FUNCTIONALLY RELATED BUILDINGS



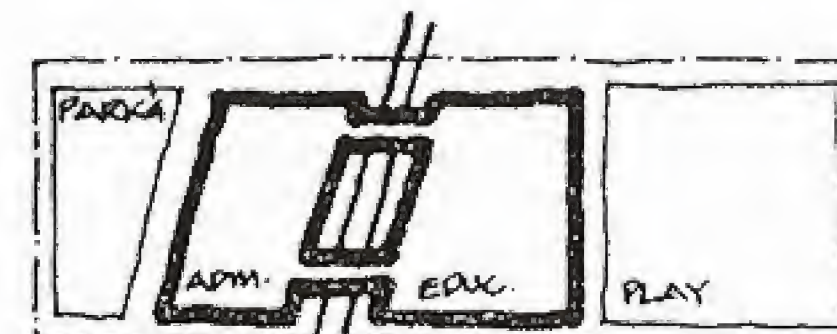
PROVIDE A BRIDGE IF SITE IS DEPRESSED



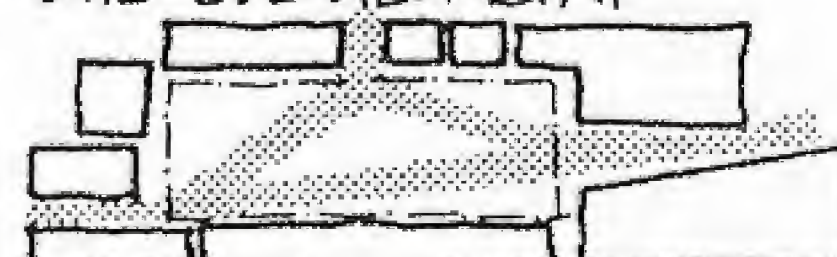
PROVIDE NEW LINKS & PATHS WHERE NEEDED



CONTRIBUTE TO PATH WITH EXTERIOR SPACE DEVELOPMENT



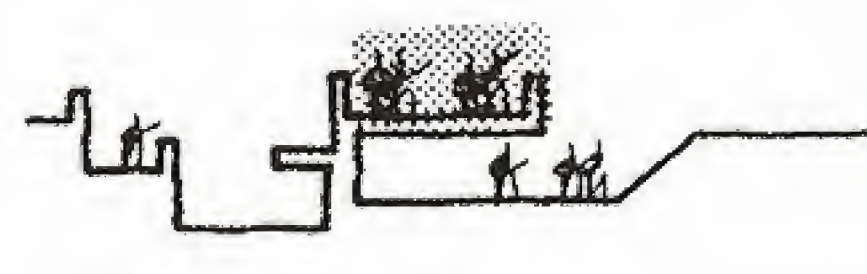
USE AS BASIS FOR BUILDING & SITE USE GEOMETRY



LINK DISCONNECTED PEDESTRIAN PATHS



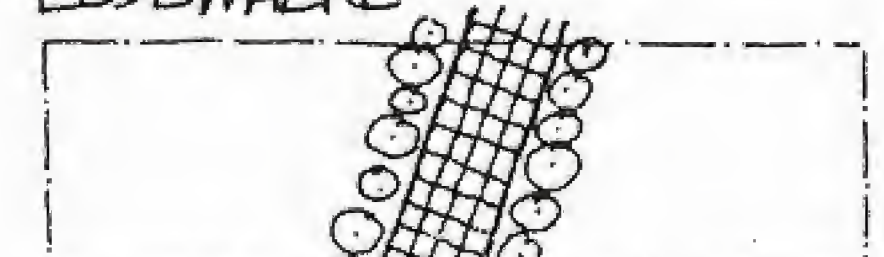
BUILD OVER



USE THE TOP OF A DEPRESSED BUILDING FOR A PATH



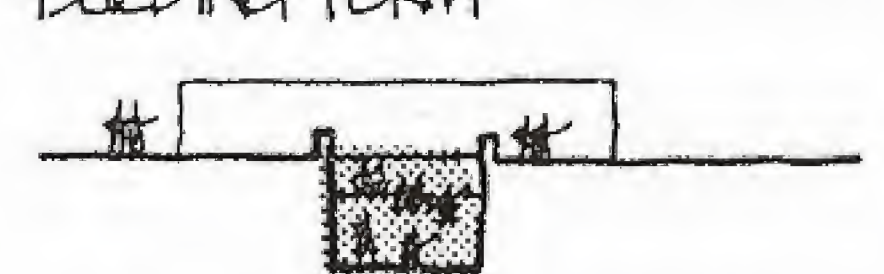
CLOSE & DIVERT PATH ELSEWHERE



DEVELOP PATH AS MAJOR SITE FEATURE

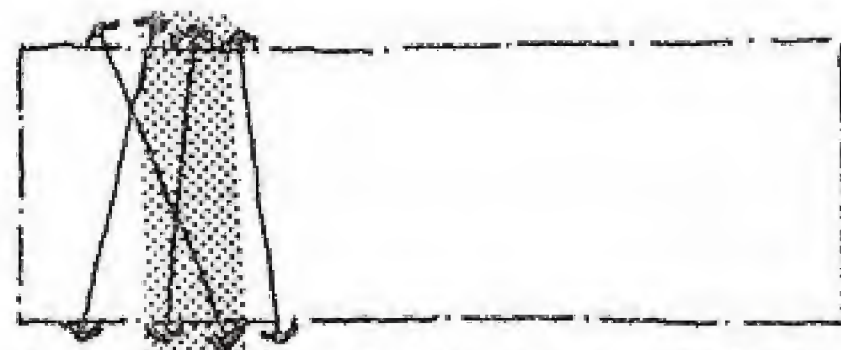


CHANGE PATH TO ACCOMMODATE BUILDING FORM

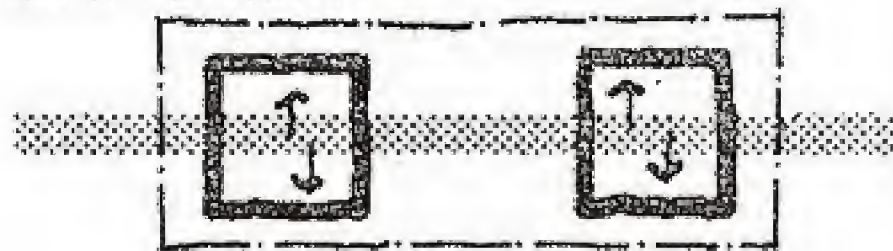


SINK THE PATH & BUILD OVER

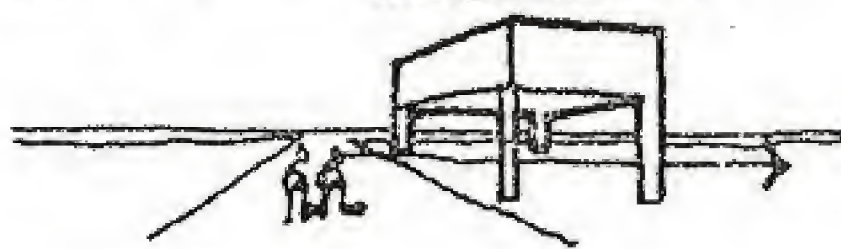




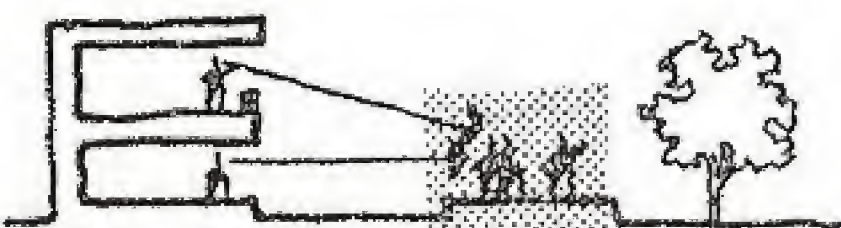
COLLECT & SIMPLIFY MULTIPLE PATH PATTERNS



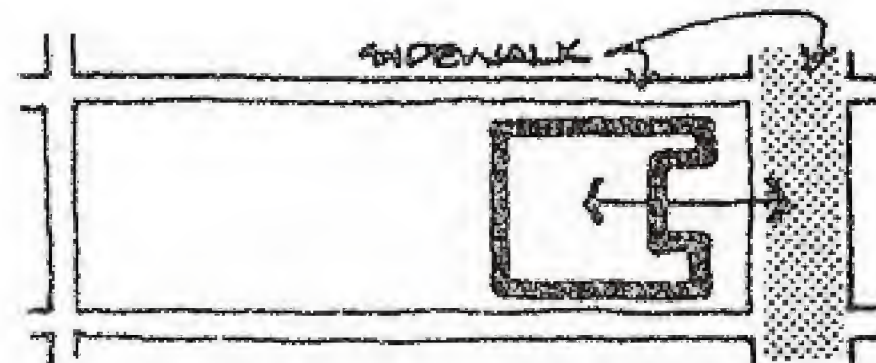
GROUP PATHS TO BUILDINGS WITH PATHS THROUGH SITE



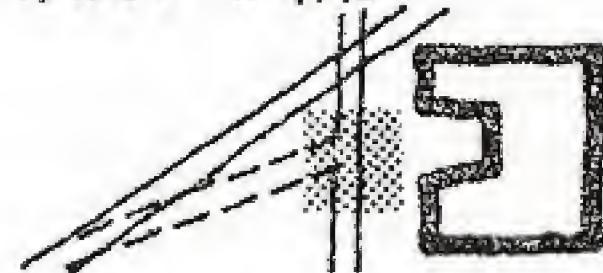
RAISE BUILDING TO ALLOW VIEW FROM PATH



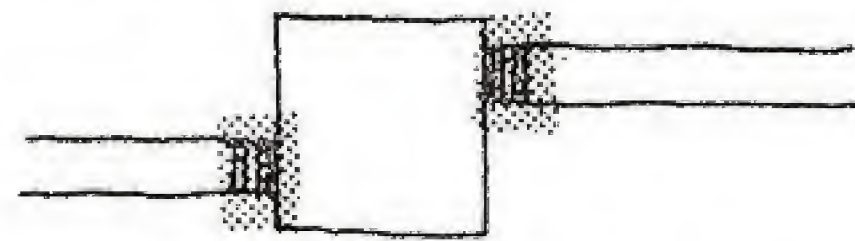
MAKE PATH A VIEW FEATURE FROM BUILDING SPACES



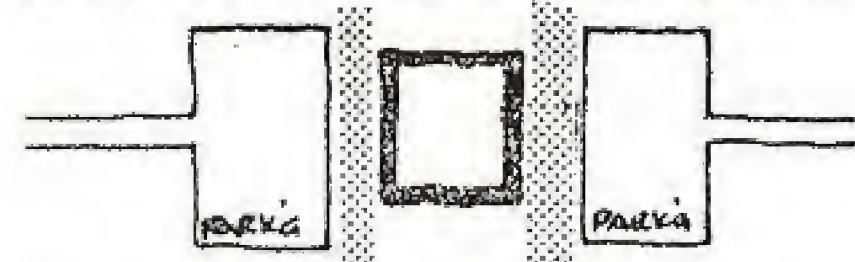
ZONE PUBLIC ENTRY TO MAJOR PEDESTRIAN PATHS



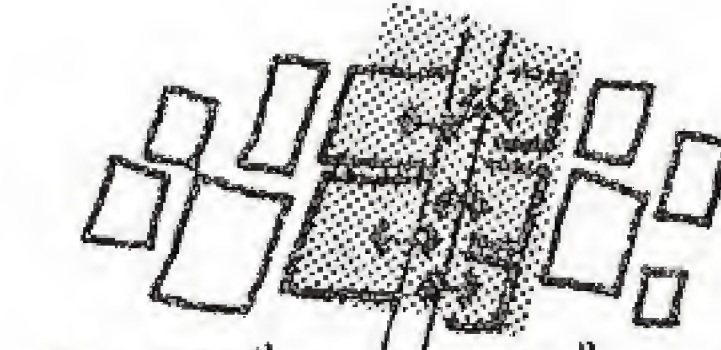
CHANGE PATHS SO NODES ARE AT IMPORTANT LOCATIONS



MAKE LEVEL CHANGES AT ENTRIES TO EXTERIOR SPACES



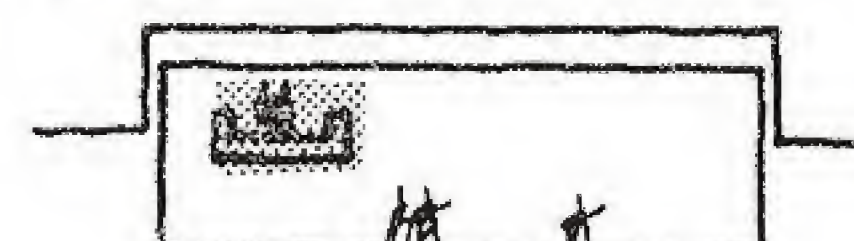
AVOID CROSSING WITH ON SITE VEHICULAR



RELATE "EXPOSURE" FUNCTIONS TO PEDESTRIAN PATH



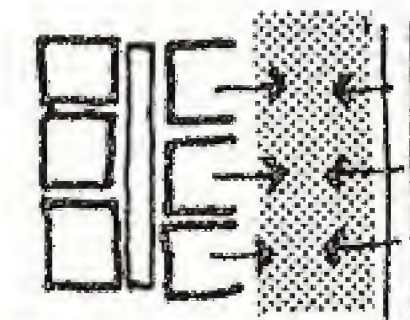
DEVELOP AREAS WHERE NODES OCCUR



BRING PATH THROUGH BUILDING



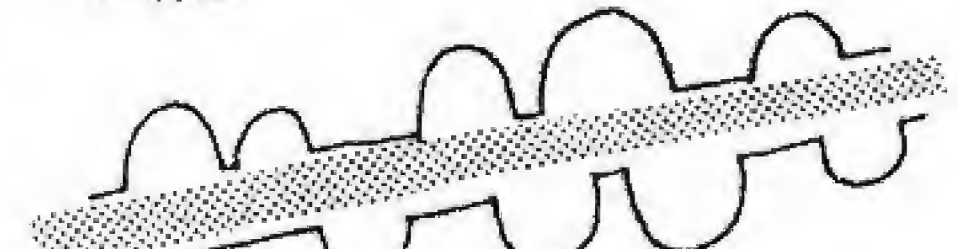
AVOID MEANINGLESS LEVEL CHANGES ALONG PATH



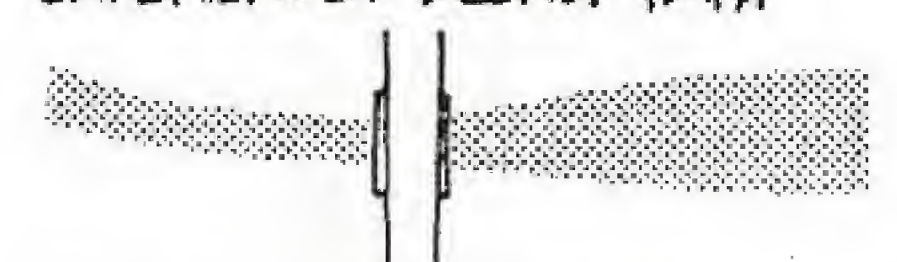
EXTEND EXTERIOR USE AREAS OFF PATH



CREATE VIEW VISTAS FROM PATHS

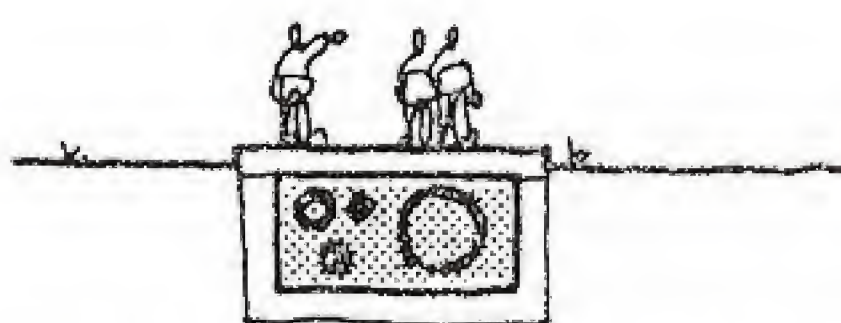


CREATE CONTROLLED EXPERIENCES ALONG PATH

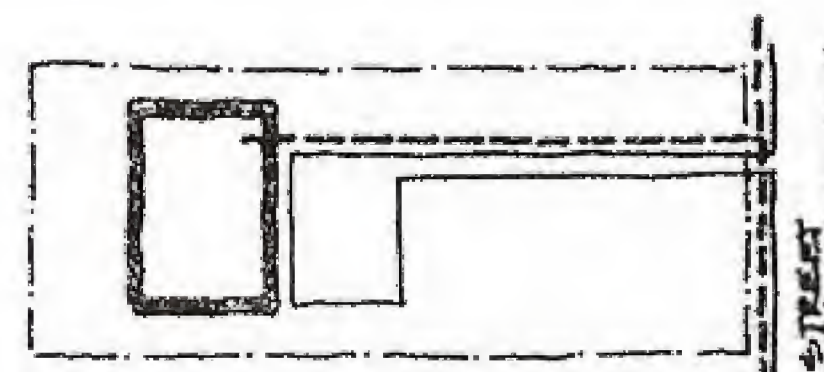


BRIDGE OVER DRAINAGE PATHS

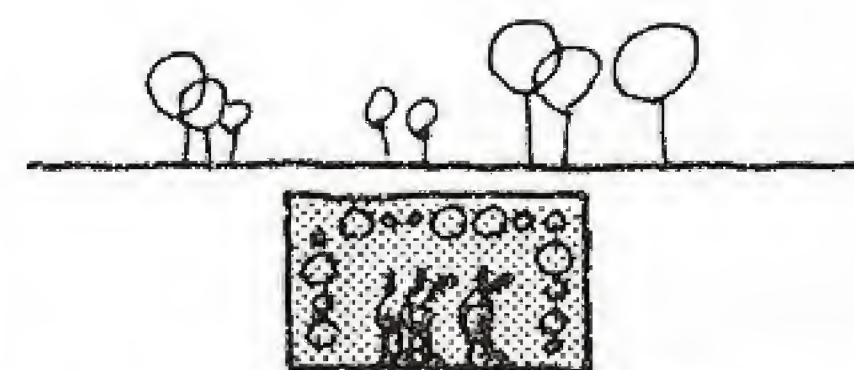
## Utilities



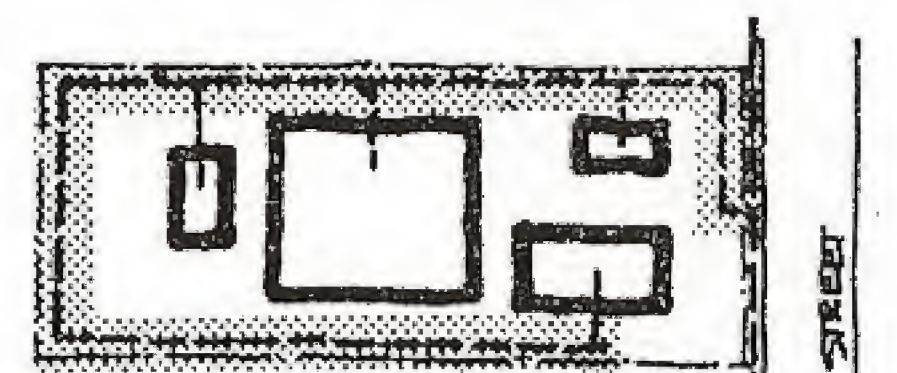
BRING UTILITIES IN WITH TUNNEL. USE TOP FOR SIDEWALK



RUN UTILITIES WITH ROAD TO GROUP SITE SCARS

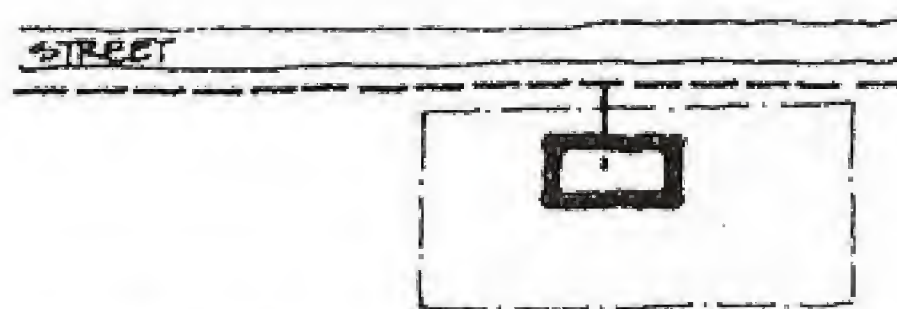


RUN UTILITIES IN UNDERGROUND CIRCULATION WAYS

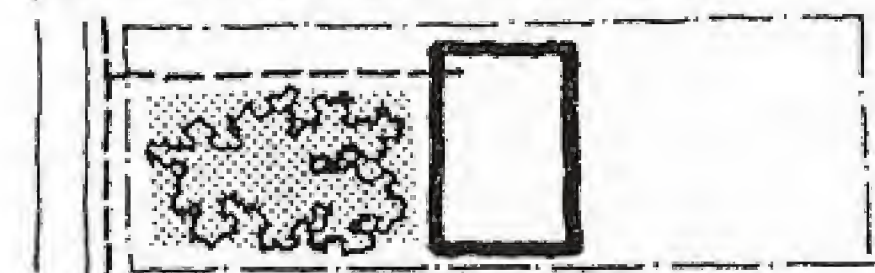


ZONE UTILITIES TO SITE EDGES FOR FLEXIBLE SITE DEVELOPMENT

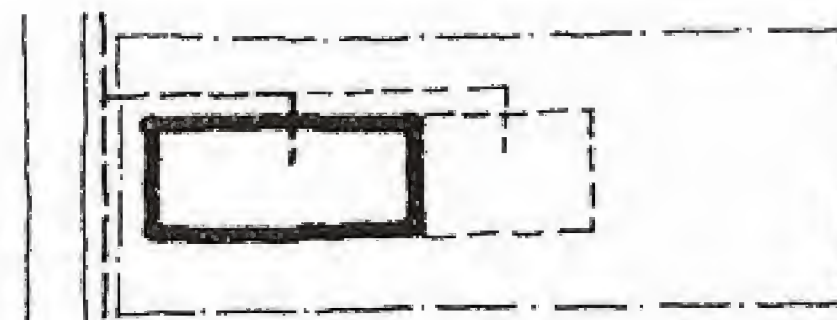




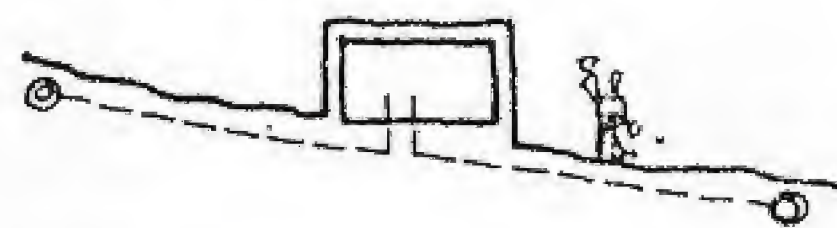
ZONE BUILDING NEAR UTILITIES  
FOR SHORT ON-SITE RUNS



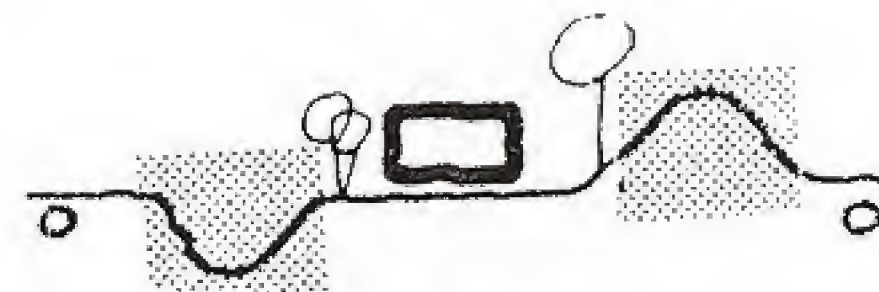
AVOID SITE ASSETS WITH  
UTILITY RUNS



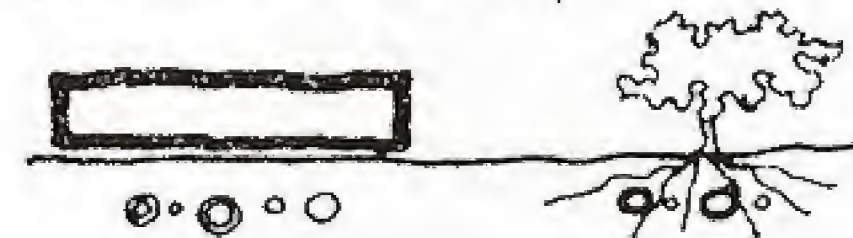
SET UP UTILITIES TO GROW  
WITH BUILDINGS



USE GRAVITY FOR UTILITIES  
WHERE POSSIBLE



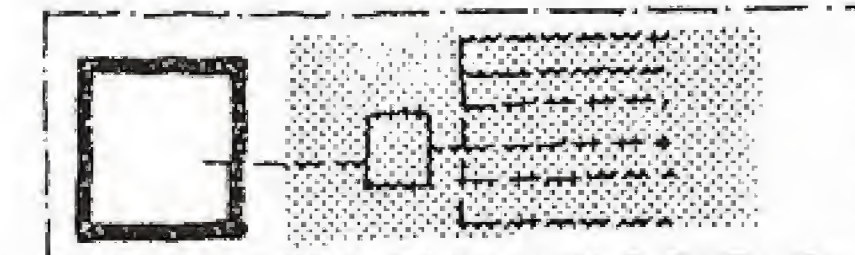
DONT PUT CRITICAL SITE FEATURES  
BETWEEN BUILDING & UTILITIES



DONT PLANT TREES OR BUILD  
OVER UTILITY RUNS

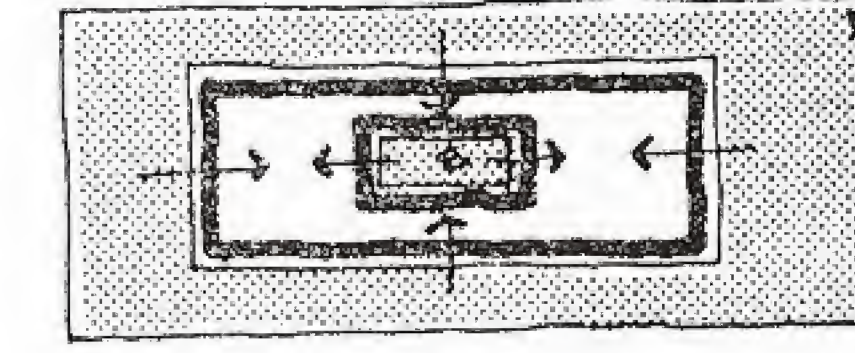
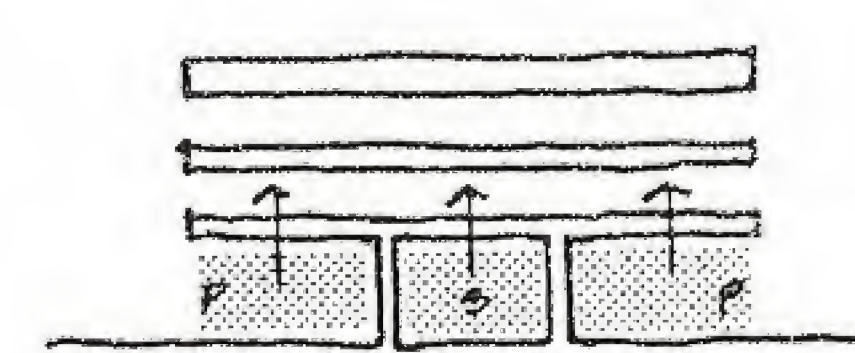
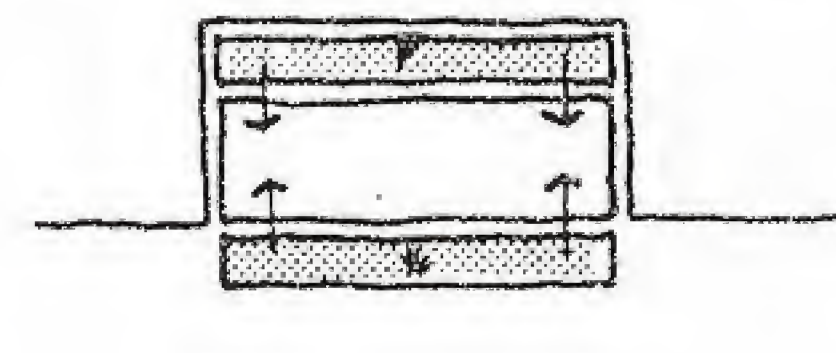
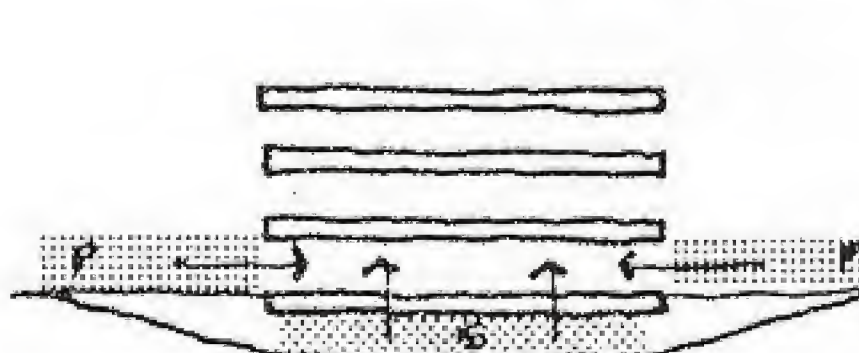
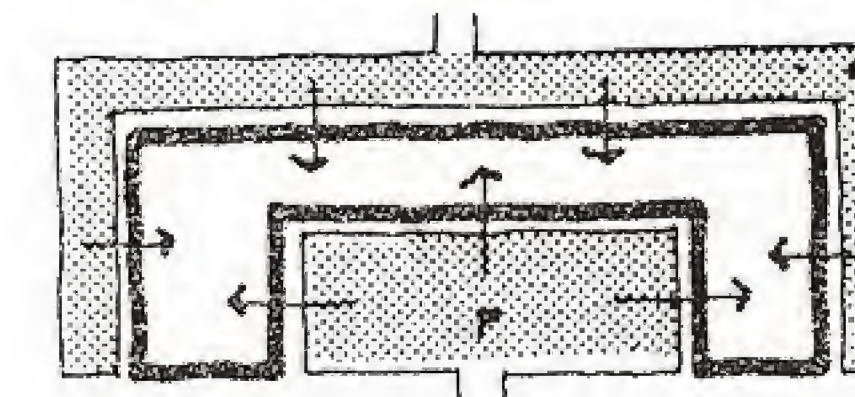
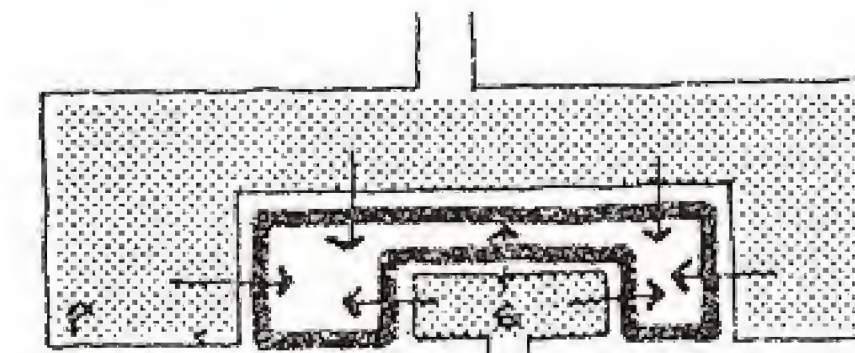
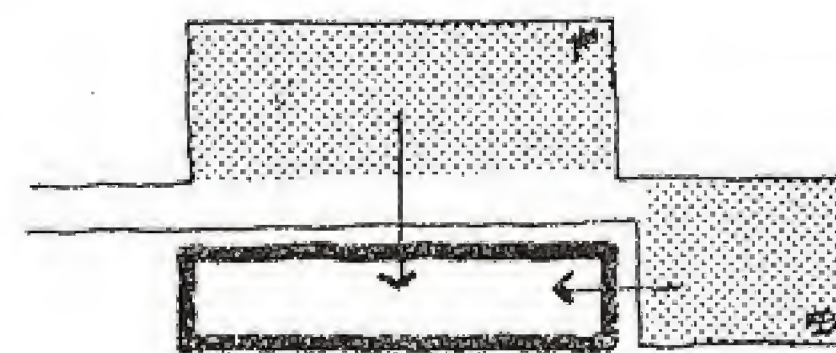
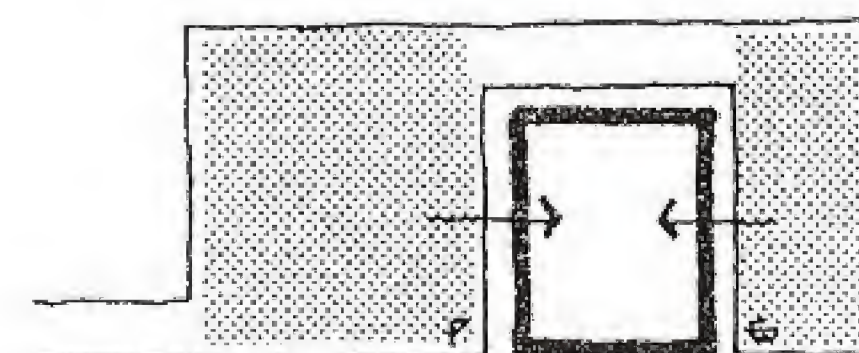
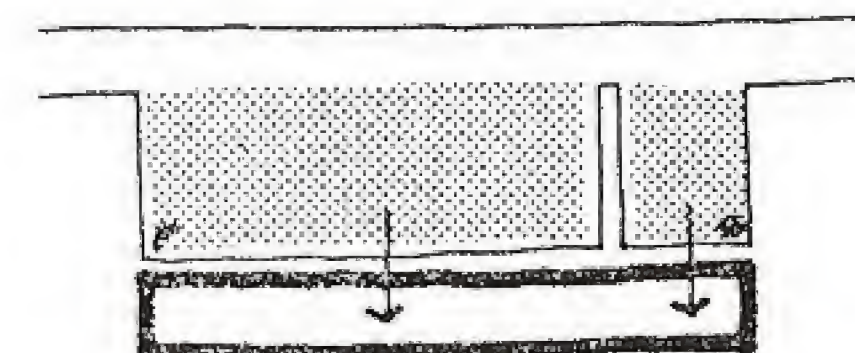
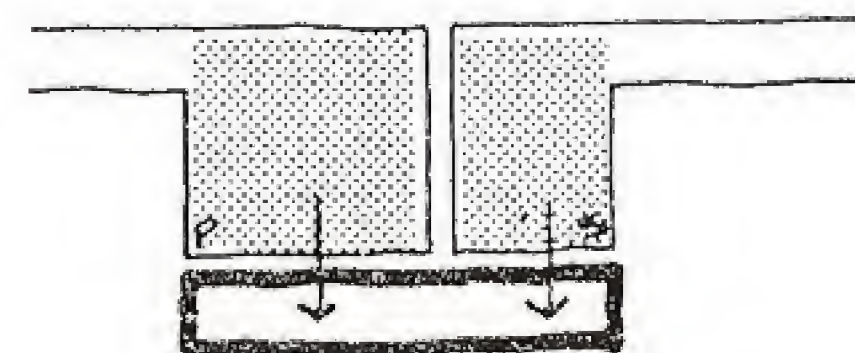
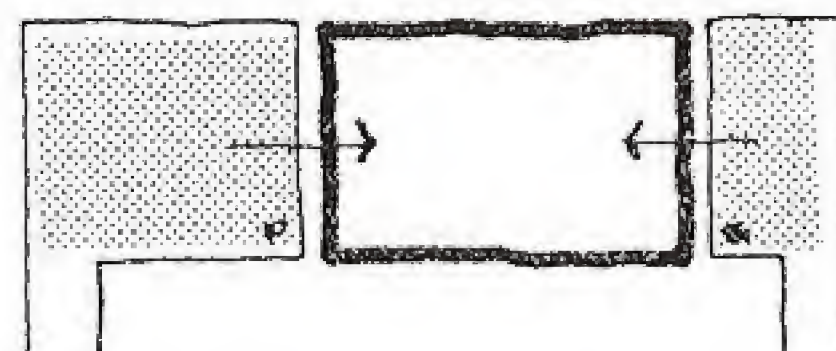
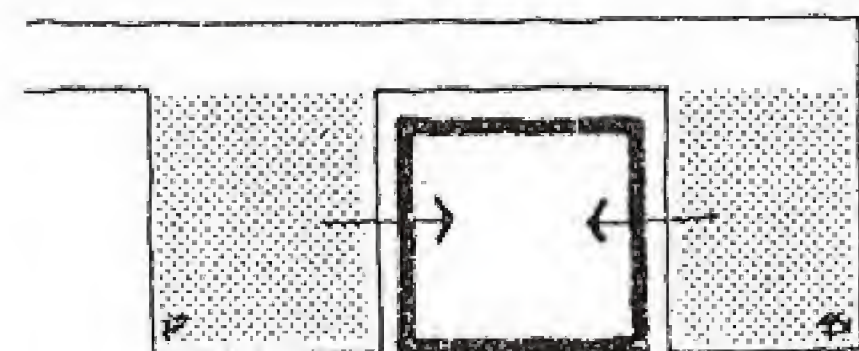


BURY UTILITIES IN SITE AREAS  
ALREADY SCARRED



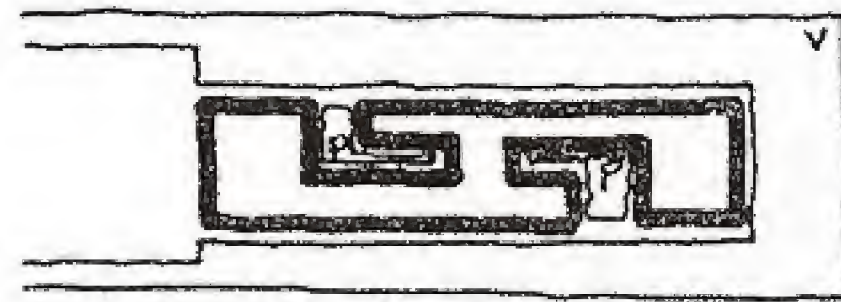
NO DEVELOPMENT OVER  
LEACHING FIELDS

## Building—Parking—Service—Relationships

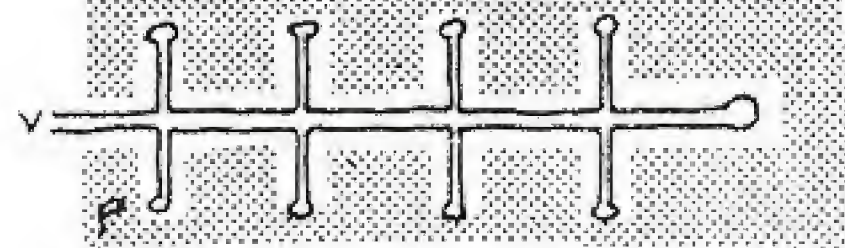




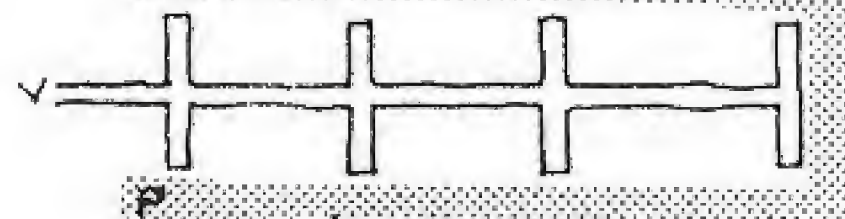
# Vehicular—Pedestrian Traffic Systems



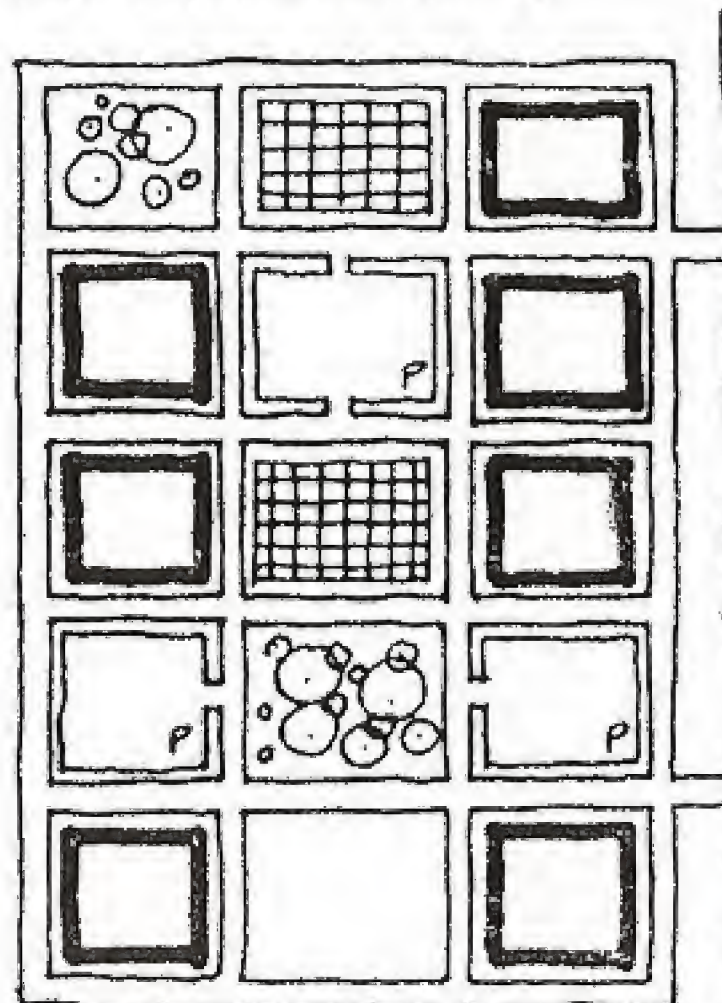
ZONE PEDESTRIAN INSIDE •  
VEHICULAR ON PERIMETER



CENTRAL CUL DE SAC WITH  
ALTERNATE PEOPLE-CAR PATHS



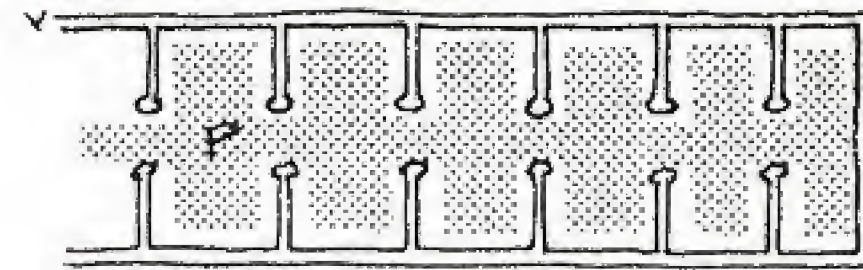
TWO SEPARATE SYSTEMS WITH  
NO INTERSECTIONS



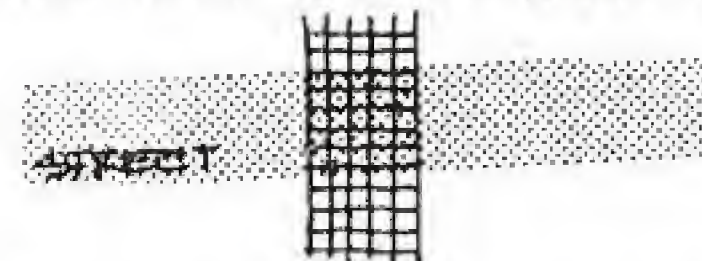
GRID CIRCULATION WITH  
CHECKERED PARKING & BUILDING



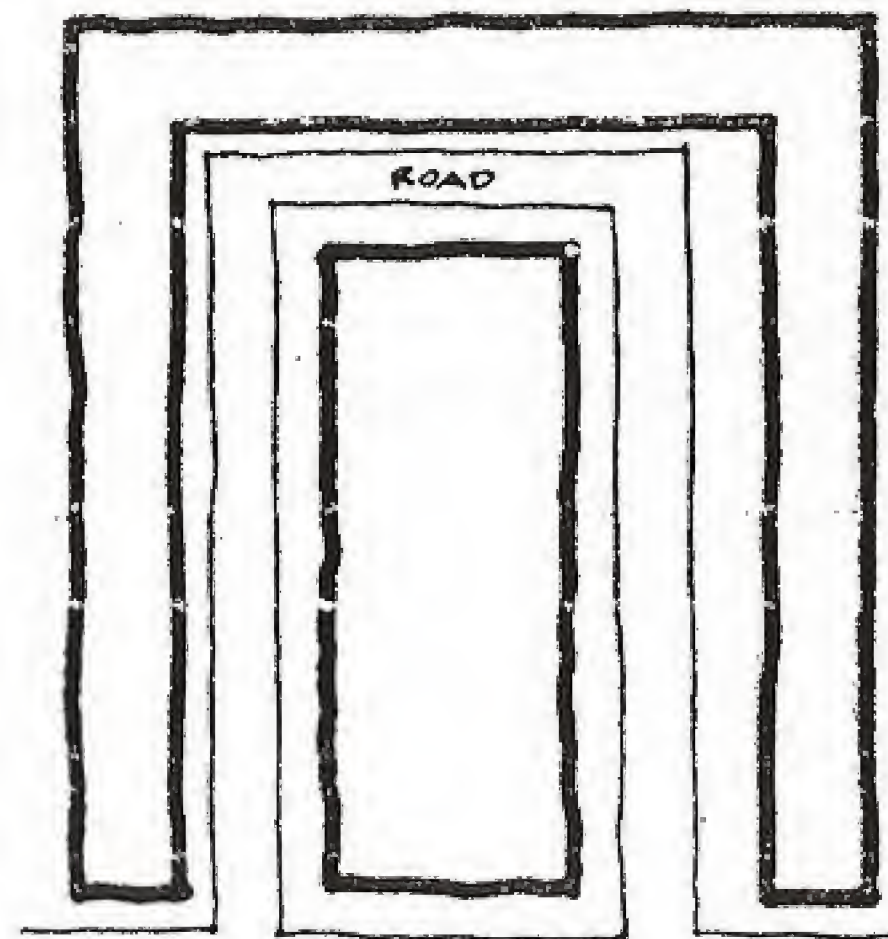
VEHICULAR IN CORE • PEDESTRIAN  
ON PERIMETER



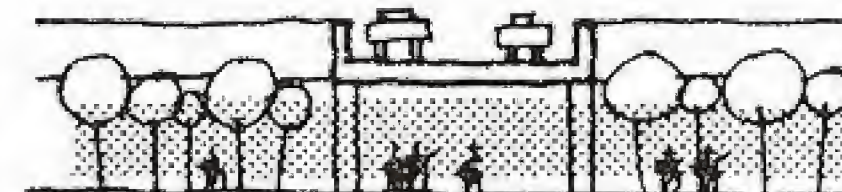
PERIMETER CUL DE SAC SYSTEM  
WITH CENTRAL PEDESTRIAN PATH



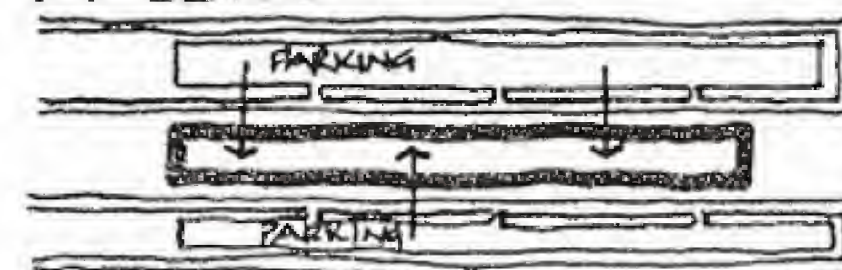
PEDESTRIAN SURFACE ACROSS  
VEHICULAR AT INTERSECTIONS



LOOP ROAD BETWEEN PERIMETER  
SUPPORT & CENTRAL BUILDING



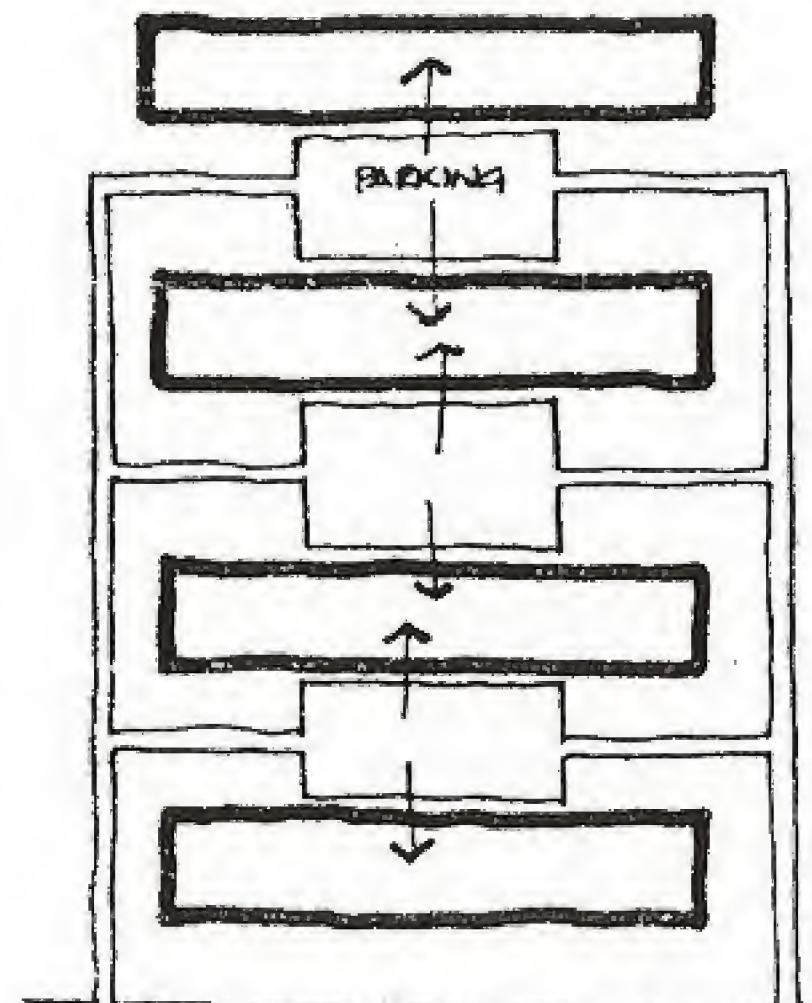
SEPARATE THE TWO SYSTEMS  
BY LEVEL



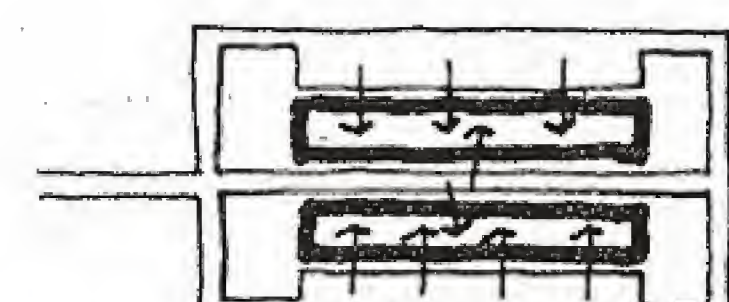
TYPES OF TRAFFIC INTO LOOPS •  
PEDESTRIANS CROSS TO BUILDING



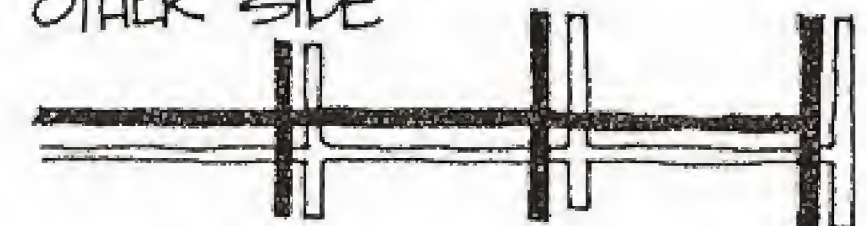
LEVEL CHANGES WHERE TWO SYSTEMS CROSS



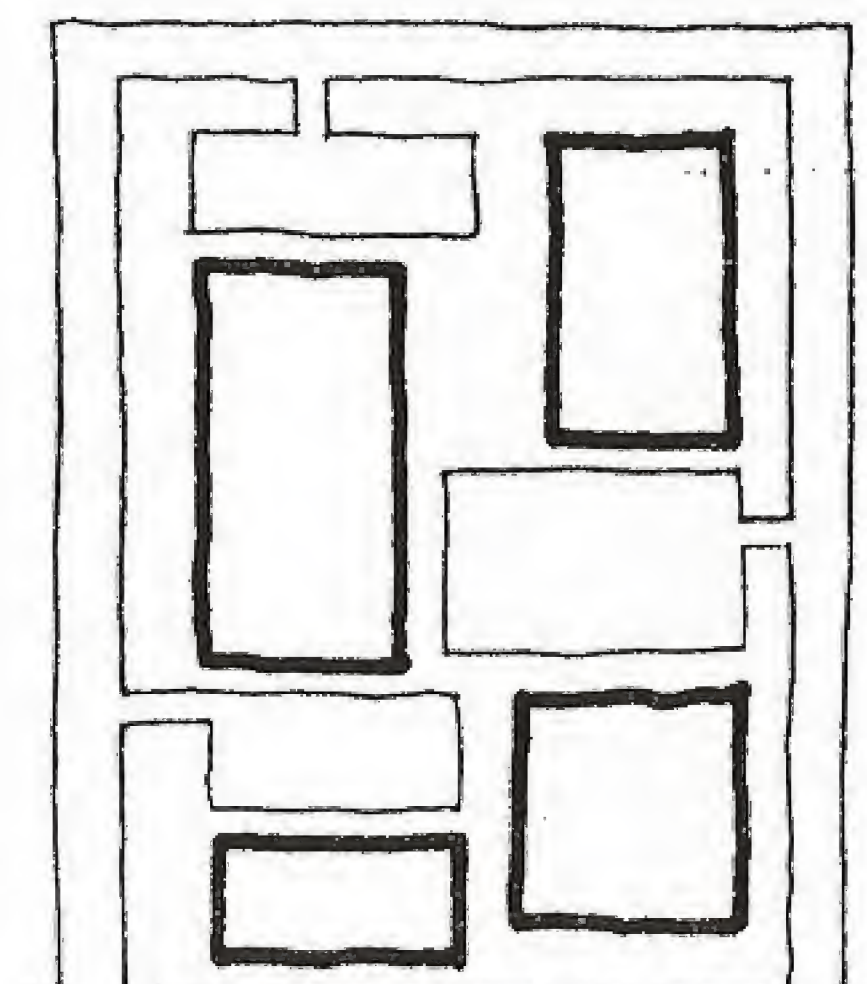
ONE WAY LOOPS WITH DOUBLE  
SERVING PARKING



MAIN DROP OFF AVENUE WITH  
PARKING & APPROACH FROM  
OTHER SIDE



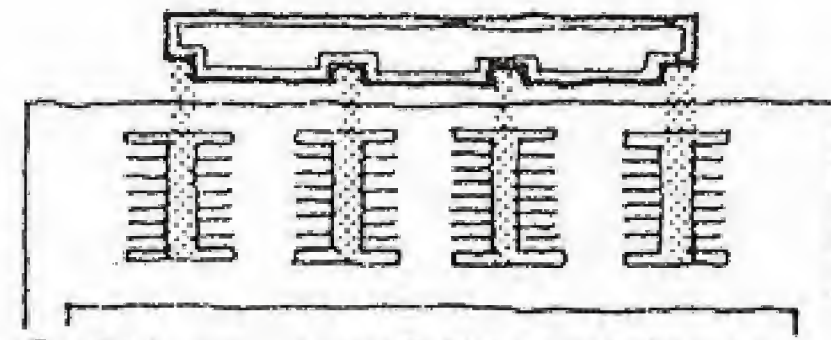
PEDESTRIAN SYSTEM INTEGRATED  
WITH VEHICULAR SYSTEM



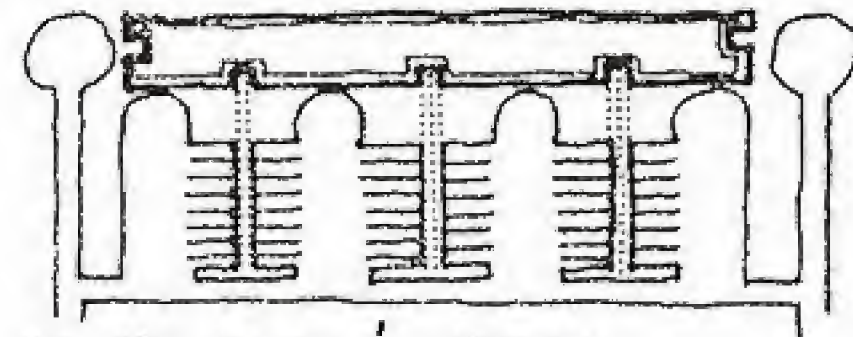
PERIMETER ORIENTATION ROAD •  
SUB ACCESS TO BUILDINGS



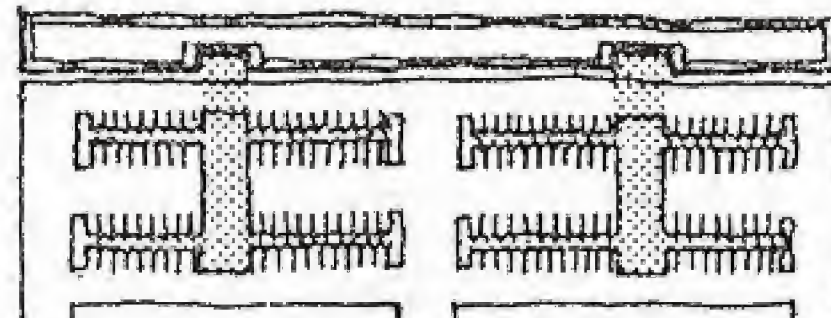
# Parking Systems



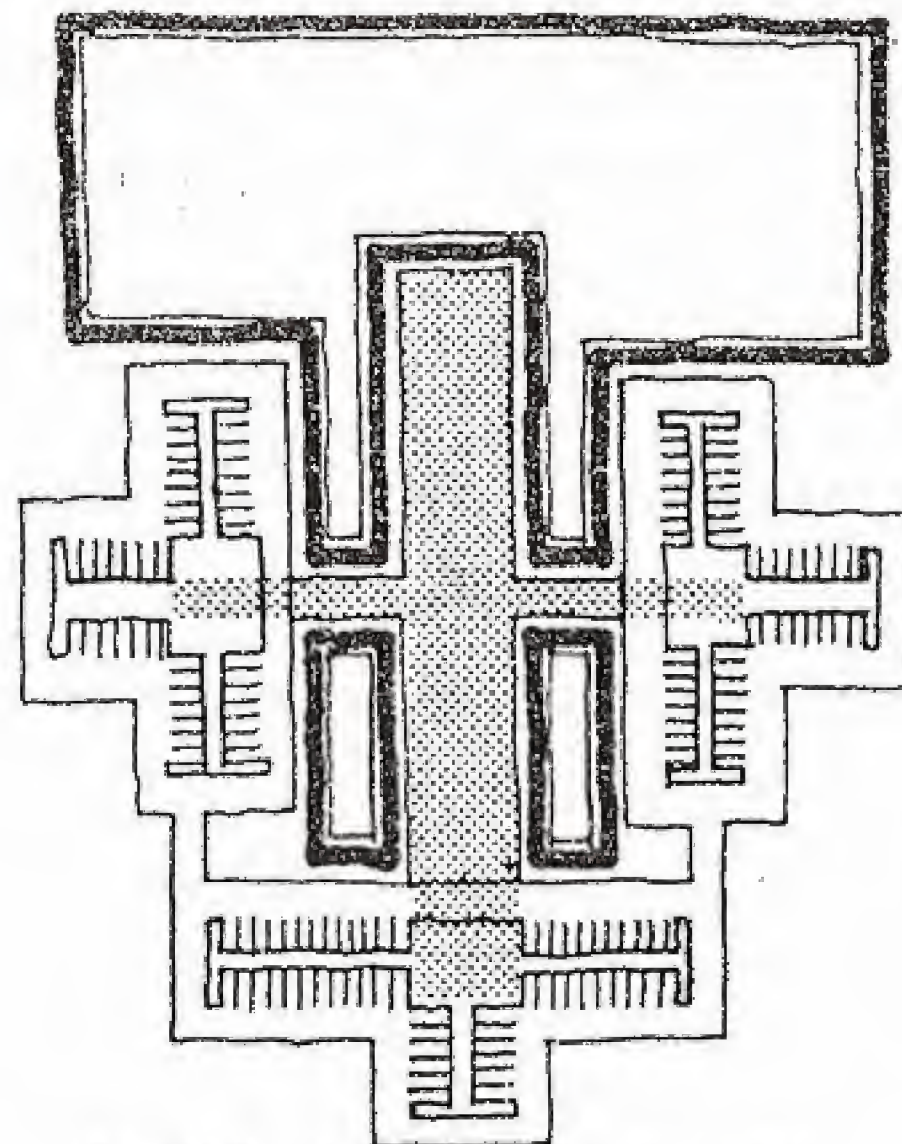
PATHS TO MULTIPLE ENTRIES



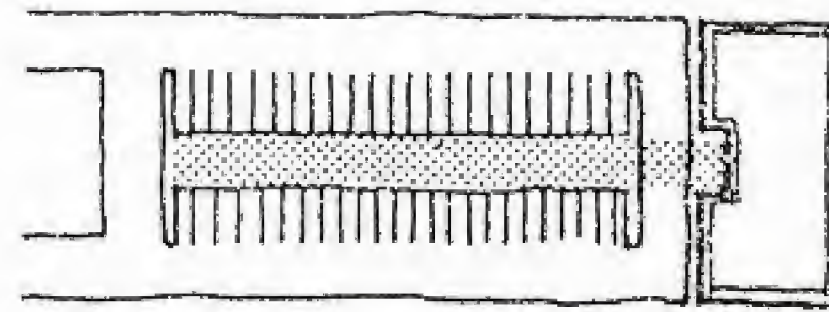
CUL DE SACS & PATHS



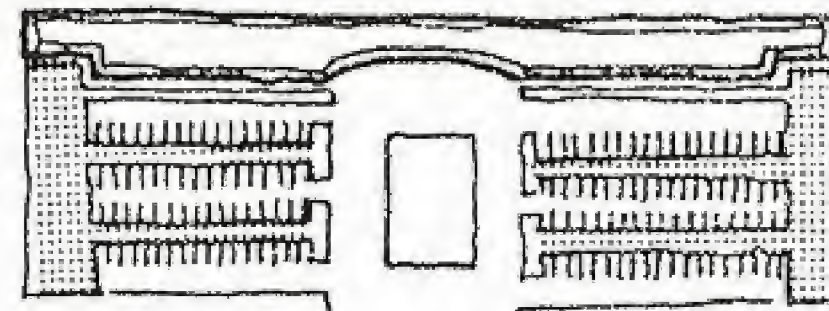
DOUBLE COLLECTORS & ENTRIES



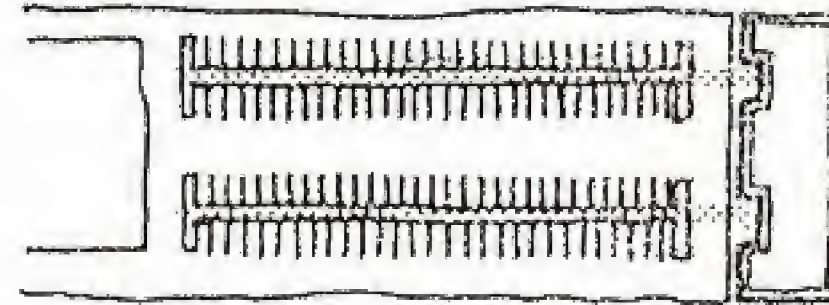
MULTIPLE PLAZA COLLECTORS



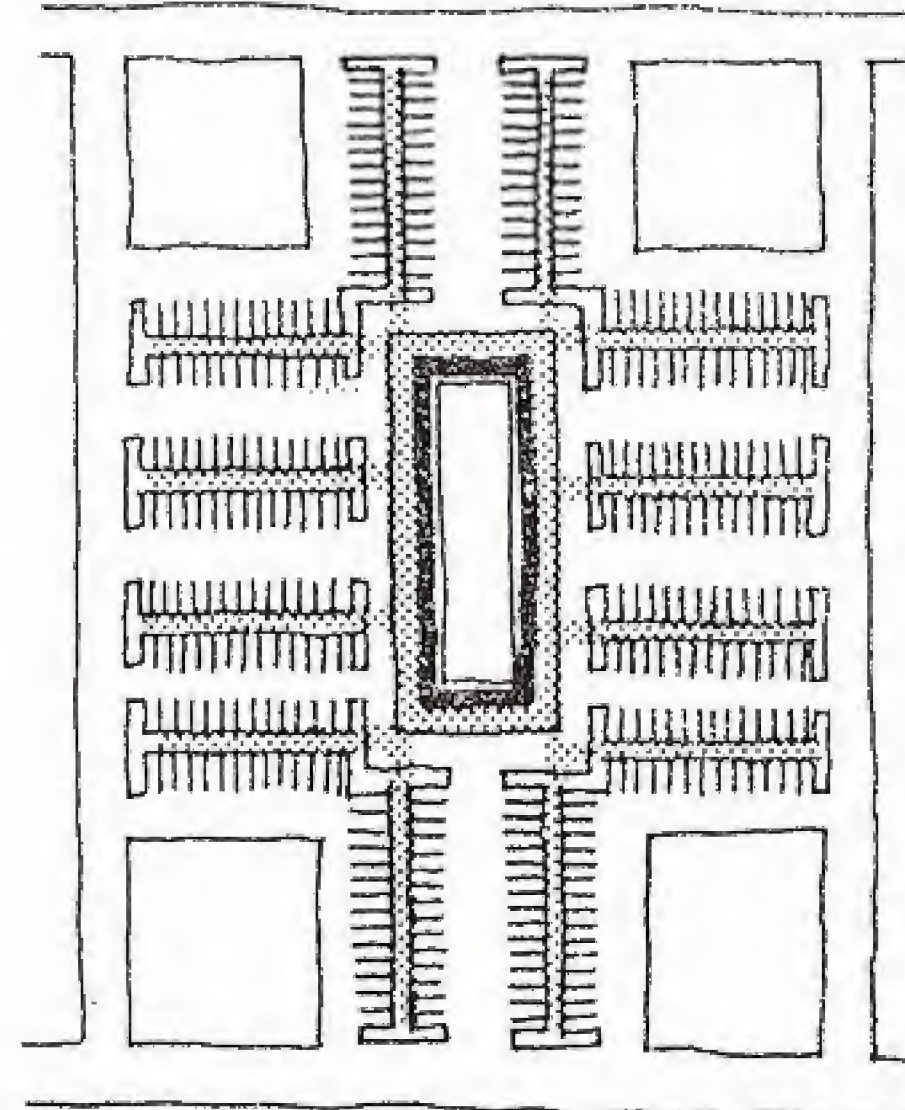
PARK TO PATH TO ENTRY



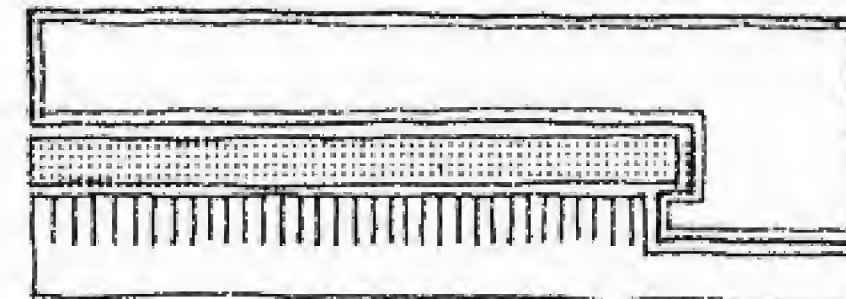
OUTSIDE PATHS TO ENTRIES



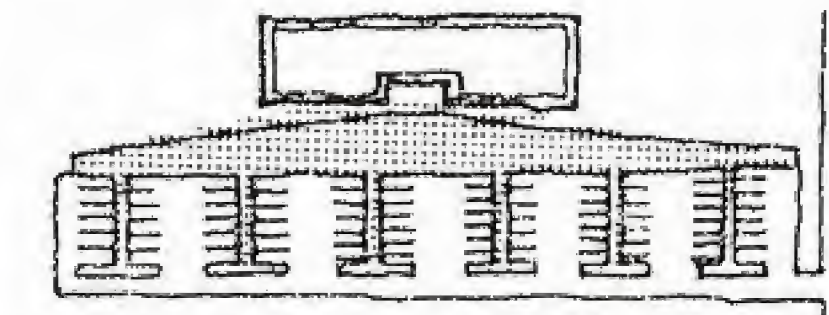
SPINES TO DOUBLE ENTRY



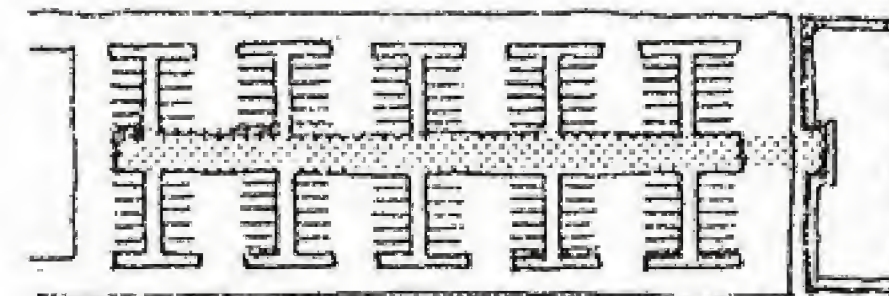
PATHS TO PERIMETER COLLECTOR



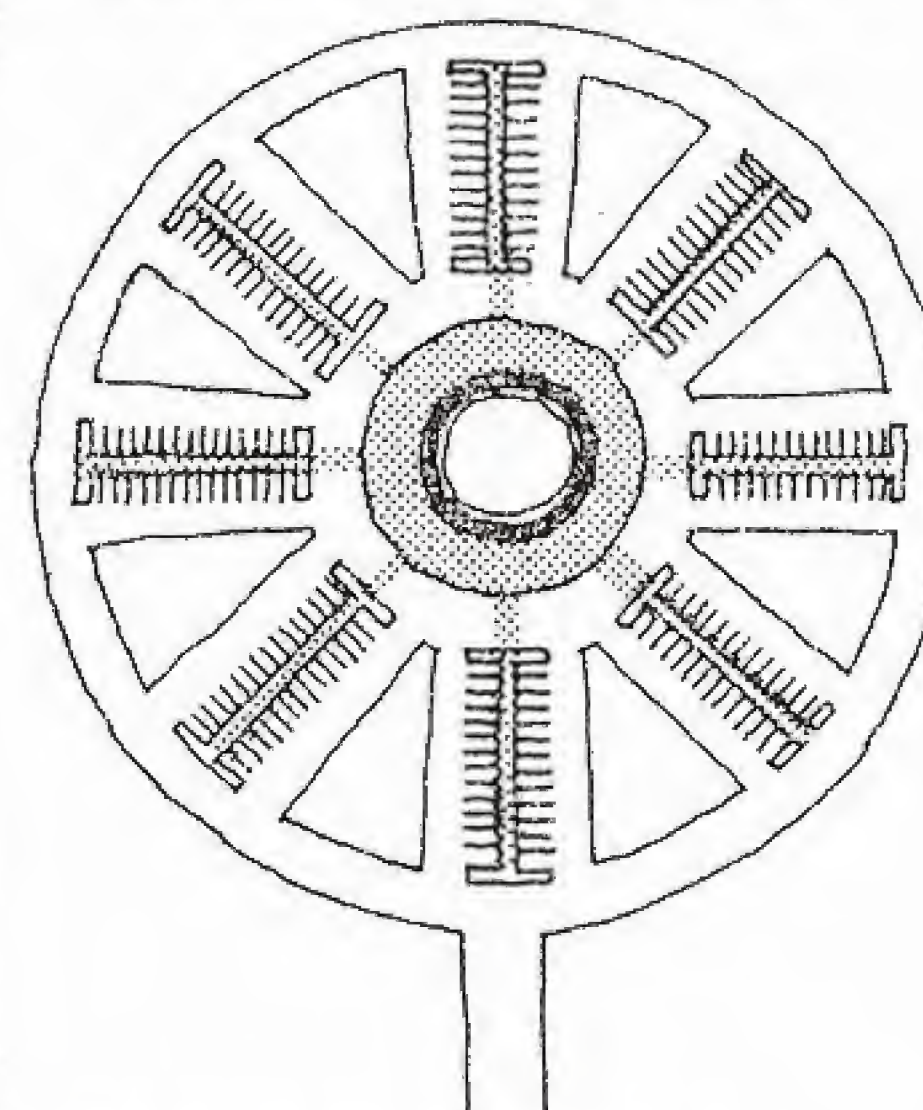
TO PATH TO ENTRY



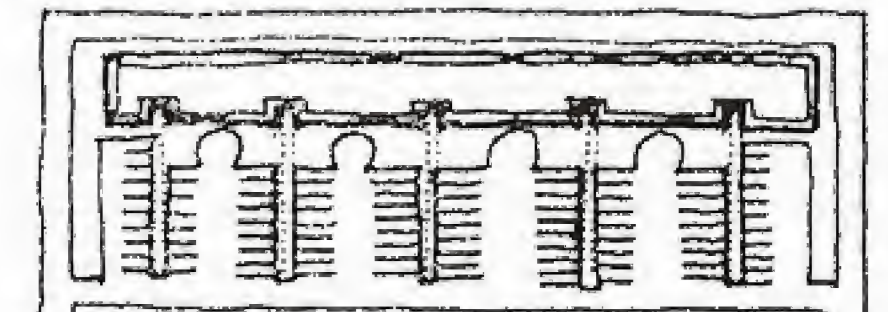
MALL PATH TO ENTRY



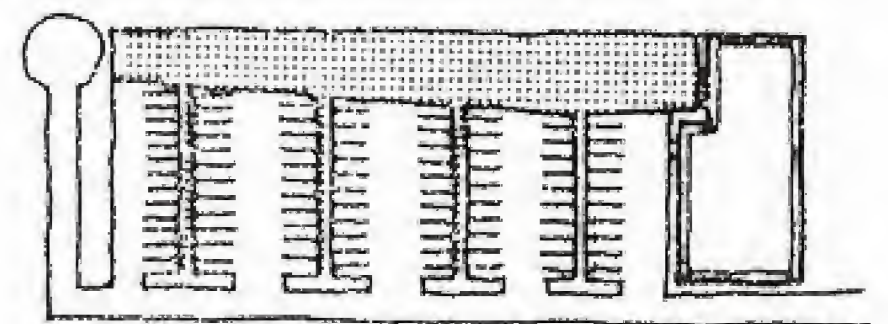
MULTIPLE COLLECTORS TO ENTRY



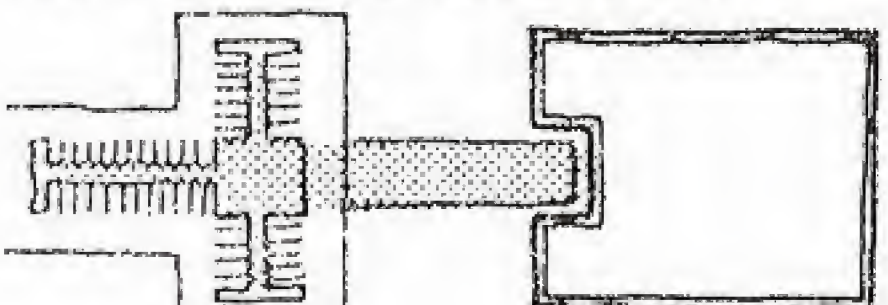
POINT GENERATED PATHS



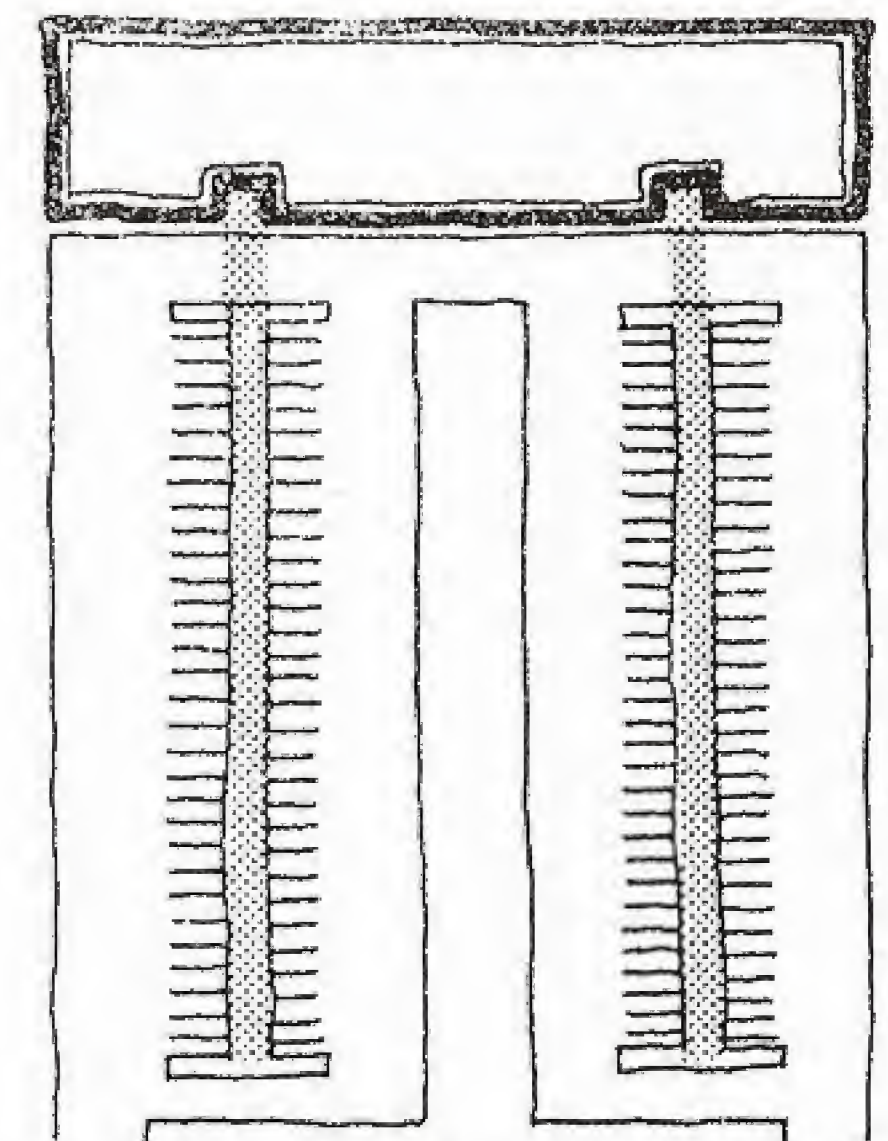
LOOP WITH CUL DE SAC DROPS



COLLECTOR TO MAIN ENTRY

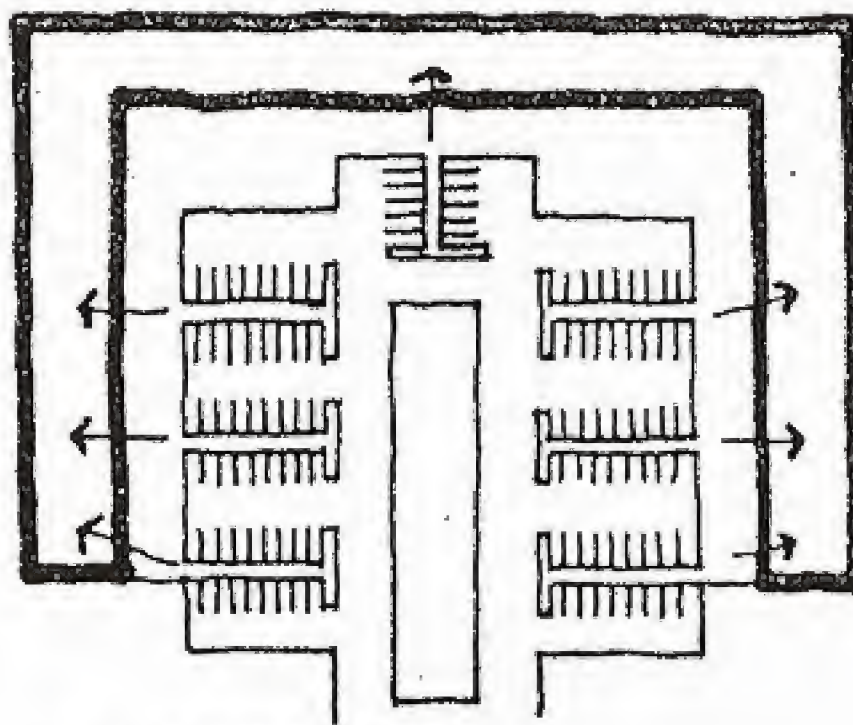


COLLECTOR PLAZA TO ENTRY

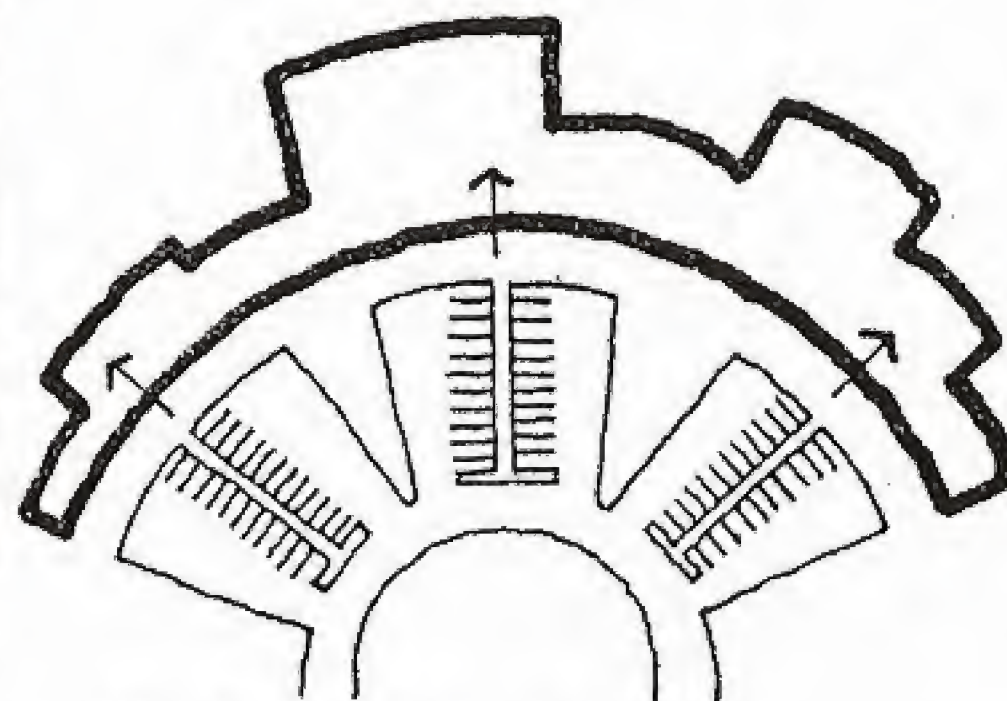


FLANKING COLLECTORS TO ENTRIES

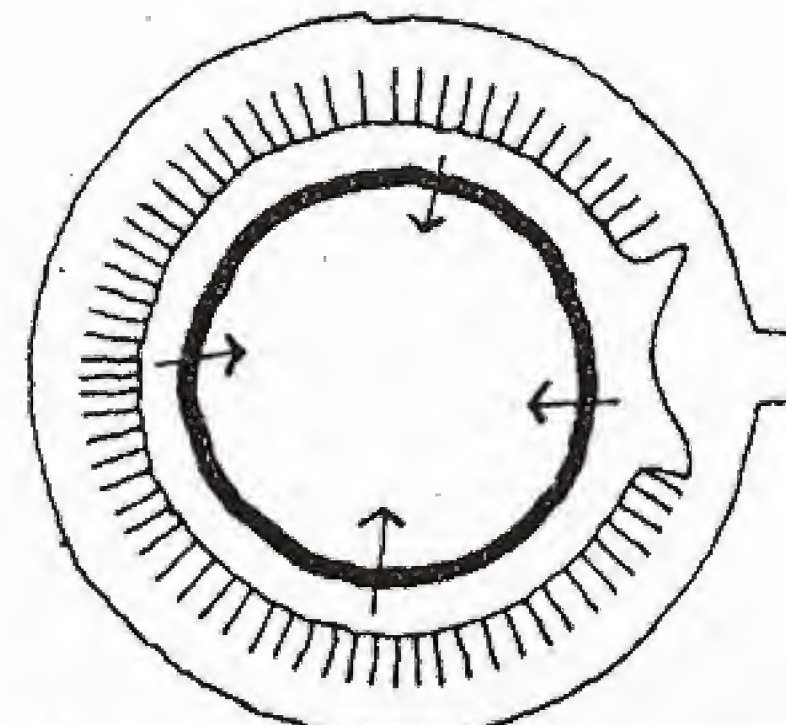




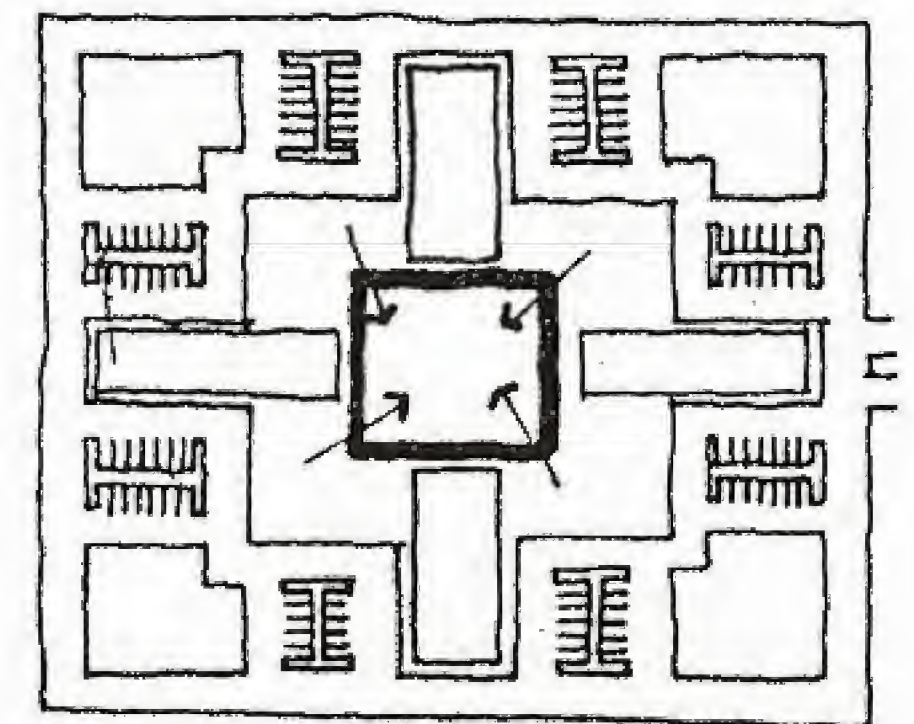
COLLECTORS TO  
DECENTRALIZED ENTRIES



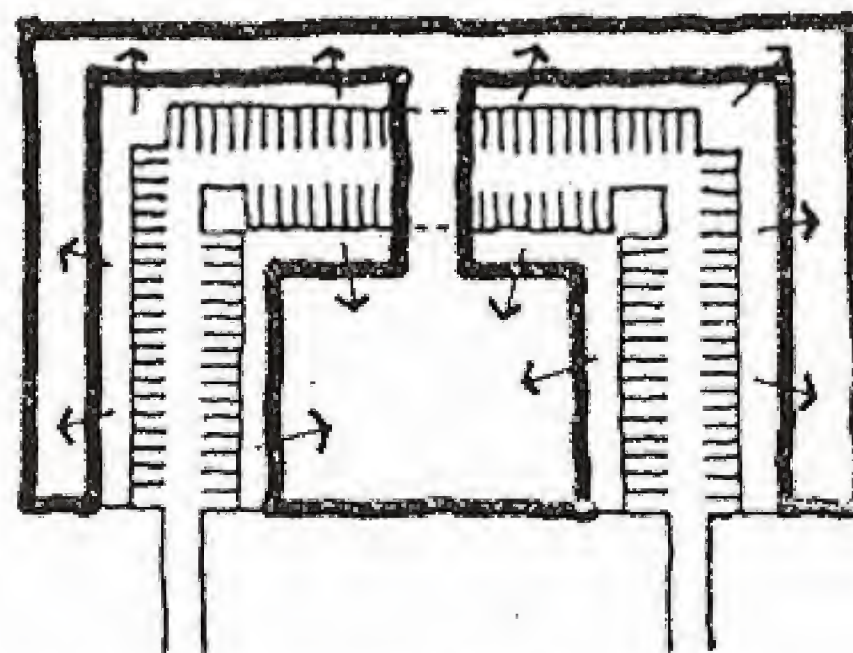
HALF RADIAL SCHEME



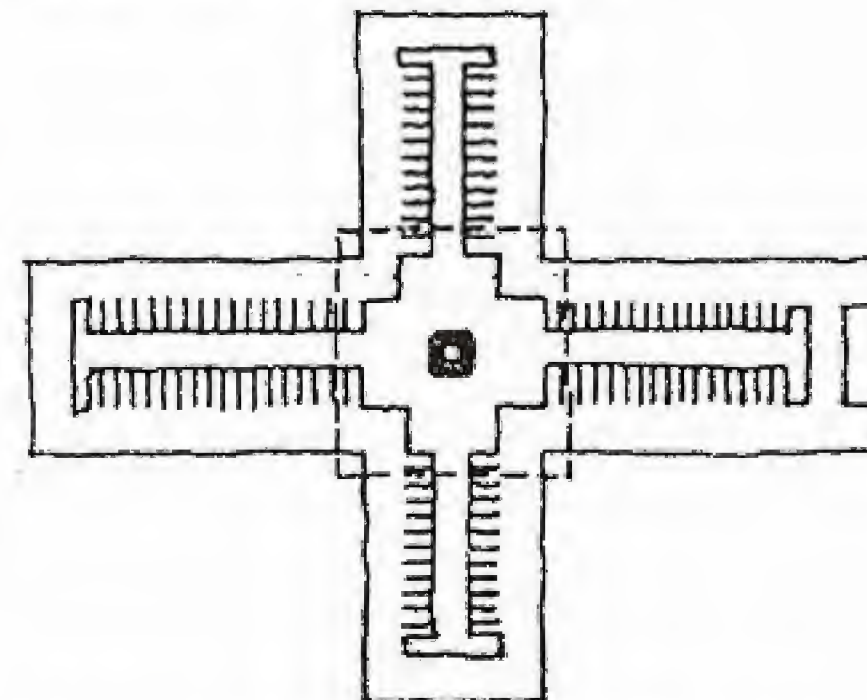
PARK AGAINST ENTRY PLAZA



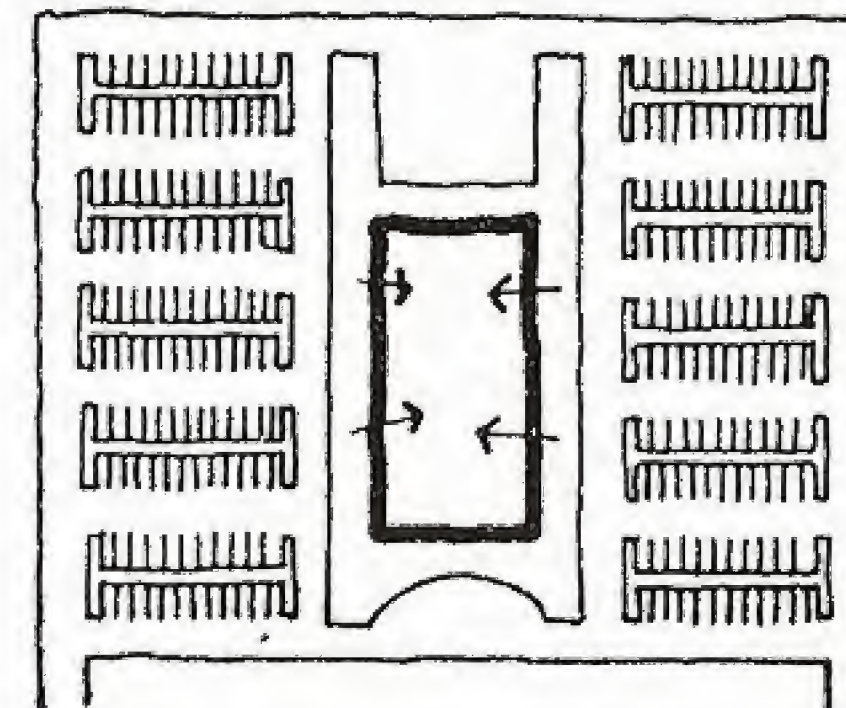
CORNER COLLECTORS



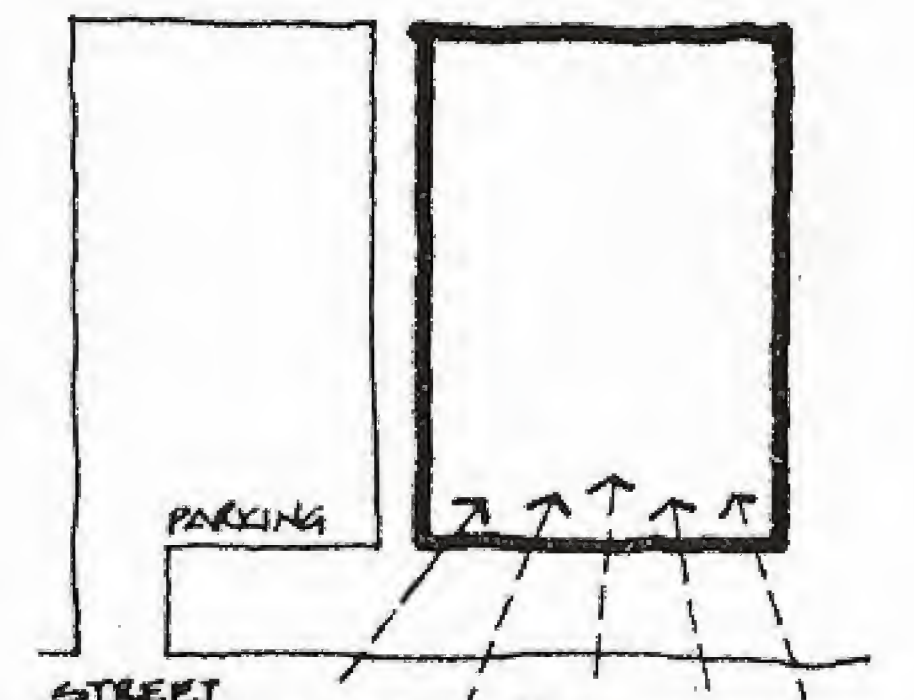
ACCESS TO SPECIFIC  
BUILDING AREAS



PARK • TO ELEVATORS • UP  
INTO BUILDING

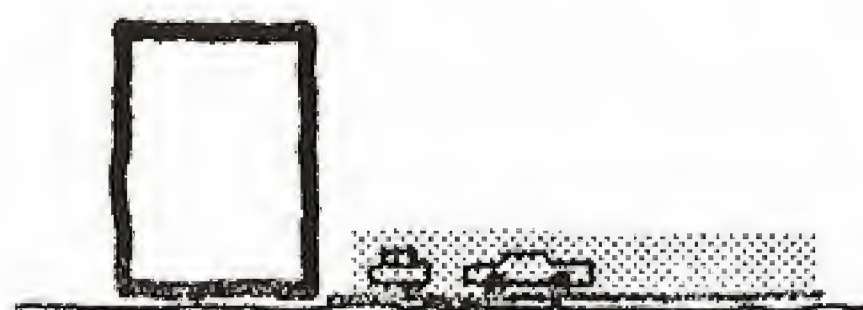


DOUBLE COLLECTORS

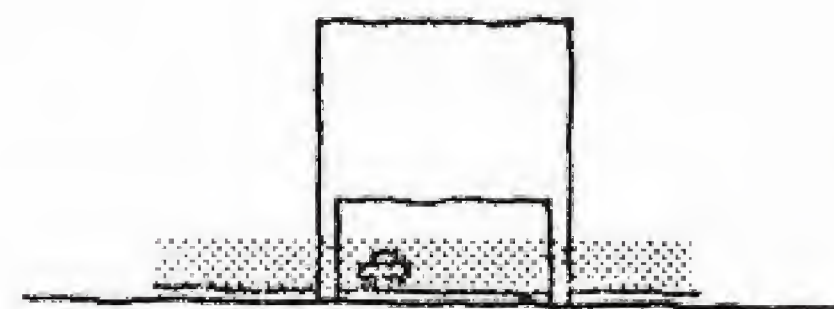


FULL PARKING AWAY FROM MAJOR  
VIEWS TO BUILDING

## Car Storage



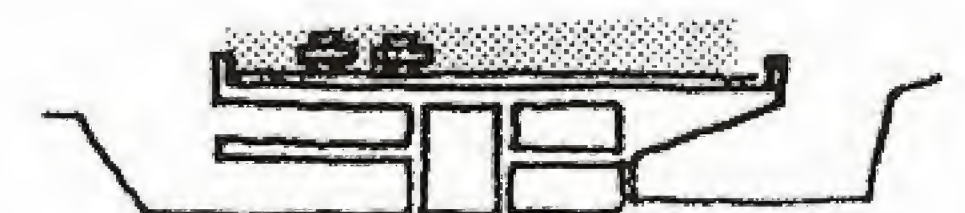
SURFACE PARKING NEXT TO  
BUILDING



SURFACE PARKING UNDER  
BUILDING

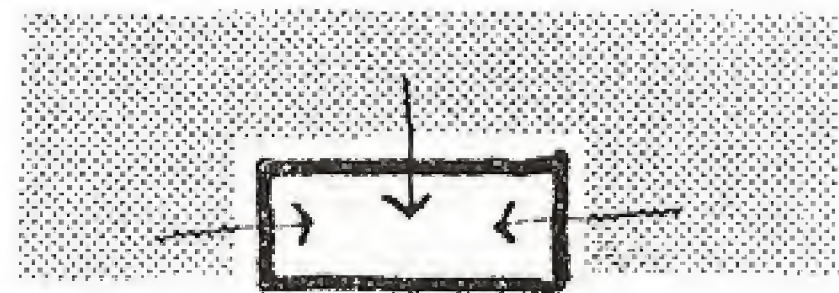


SUNKEN PARKING

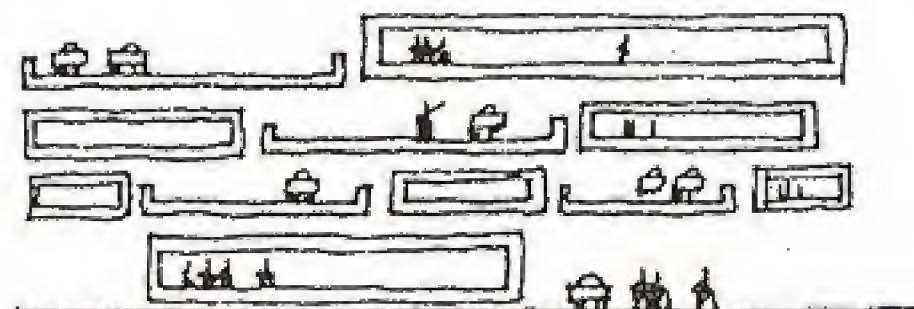


RAISED PARKING

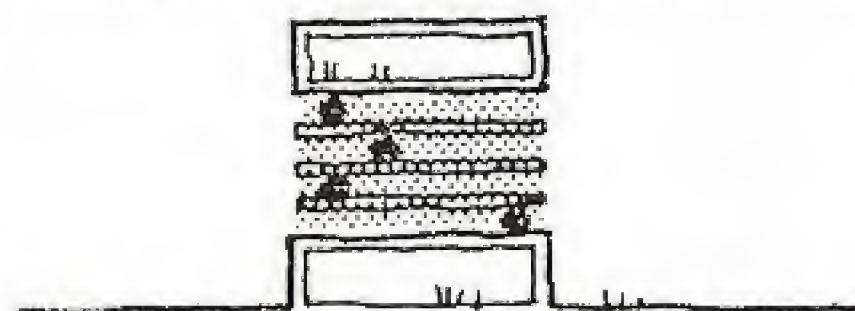




PERIMETER SURFACE PARKING



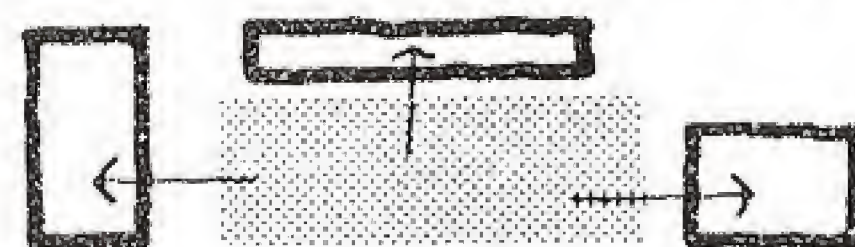
BUILDING INTEGRATED WITH GARAGE



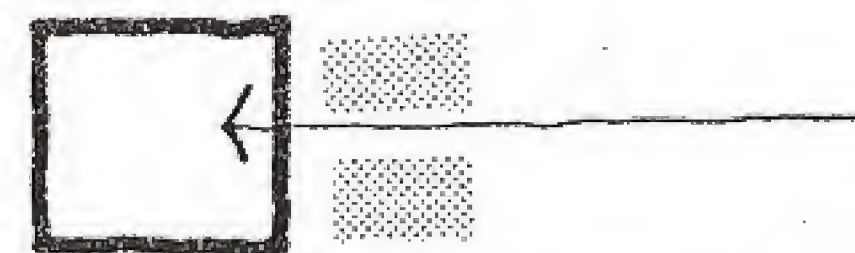
GARAGE IN MIDDLE FLOORS



CAR STORAGE AT HOME WITH OTHER TRANSPORTATION TO BUILDING



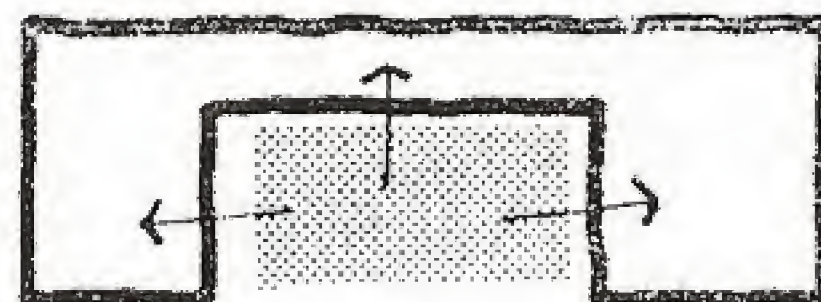
CENTRALIZE ALL PARKING INTO ONE LARGE LOT



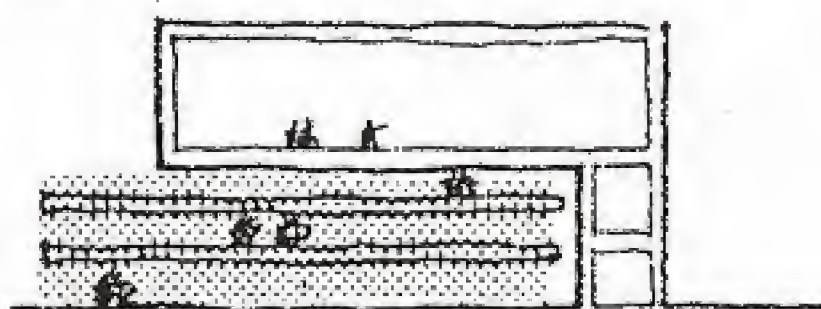
BREAK PARKING TO ALLOW PEDESTRIAN PATHS TO BUILDING



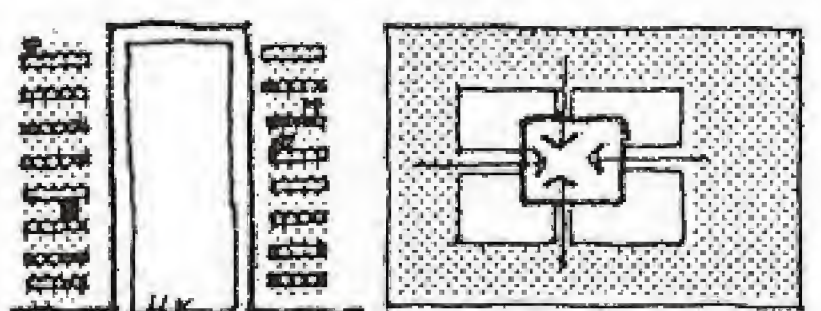
SINK PARKING FOR VIEW TO BUILDING



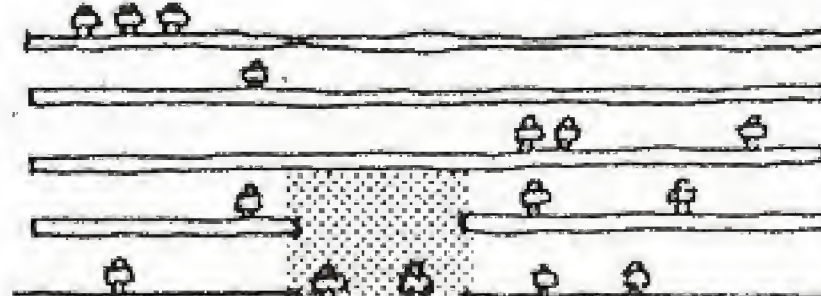
CENTRAL SURFACE PARKING



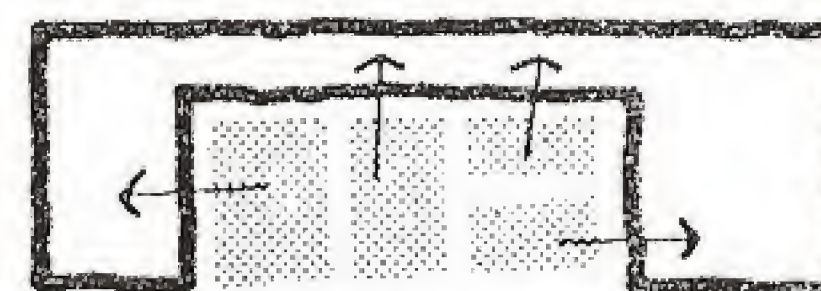
GARAGE UNDER BUILDING



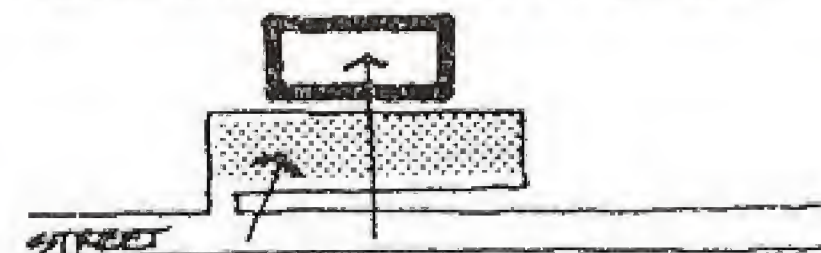
PERIMETER GARAGE



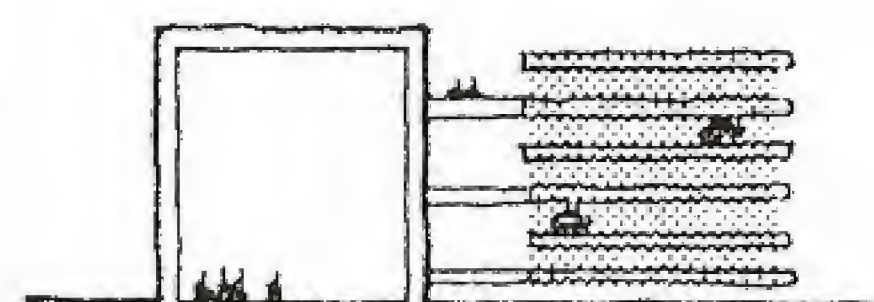
GARAGE OVER STREET



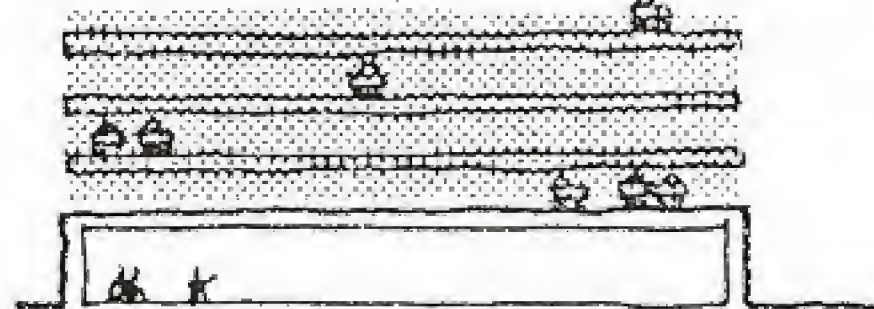
DIVIDE LOT INTO SECTIONS FOR RESPECTIVE BUILDING USES



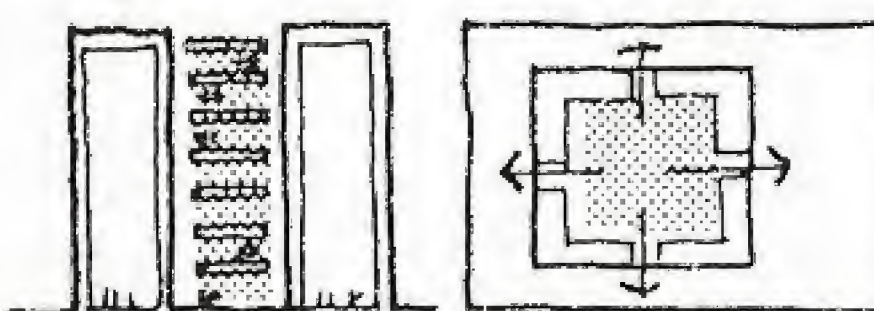
PARKING IN FRONT FOR "ADVERTISING"



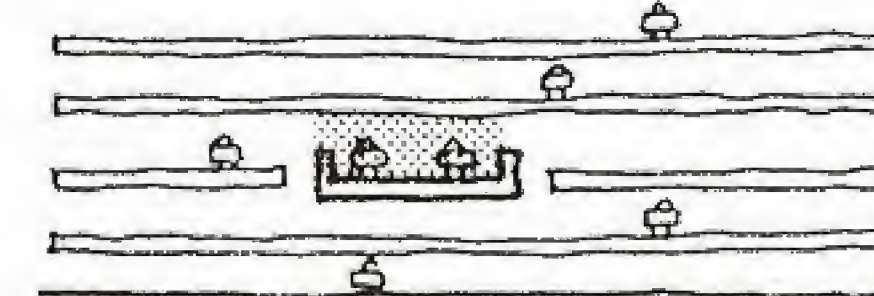
GARAGE ADJACENT TO BUILDING



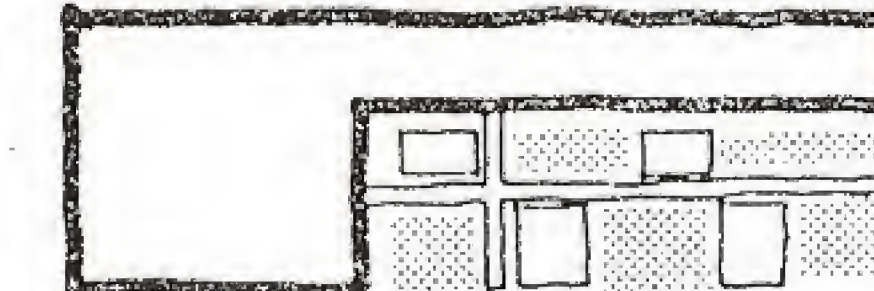
GARAGE OVER BUILDING



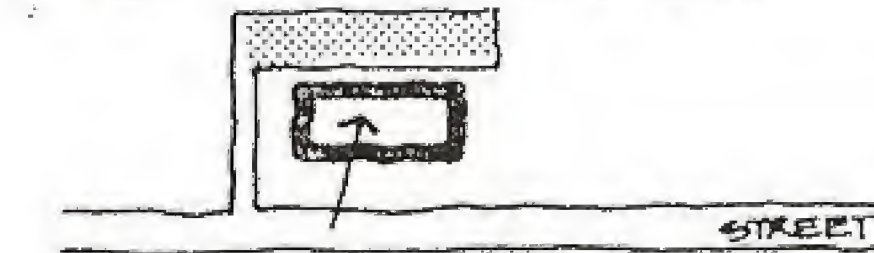
CENTRAL GARAGE



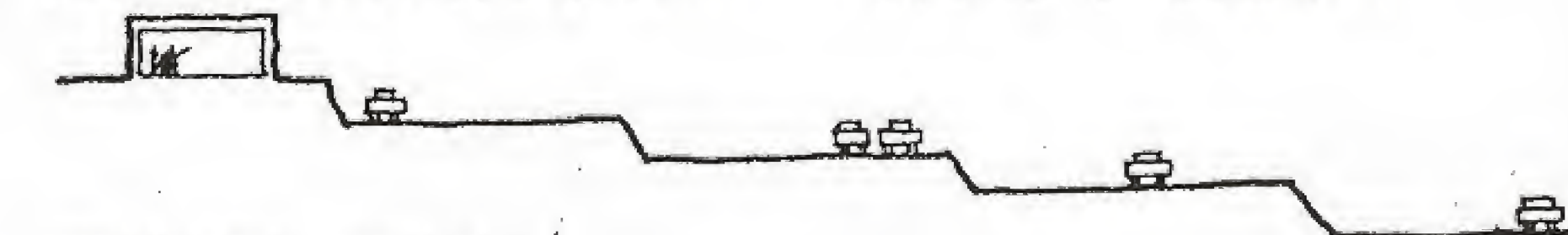
GARAGE AROUND STREET



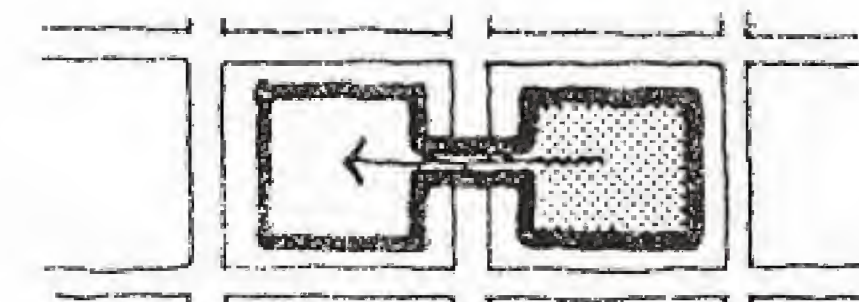
BREAK UP PARKING WITH PLANTS AND PATHS TO BUILDING



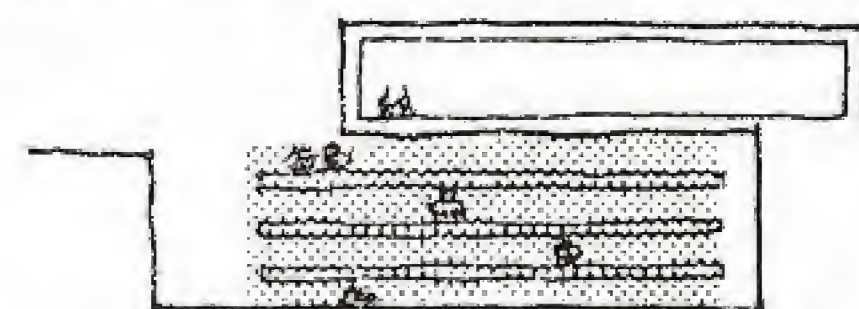
CAR STORAGE IN REAR FOR CLEAN BUILDING FOREGROUND



TERRACED PARKING



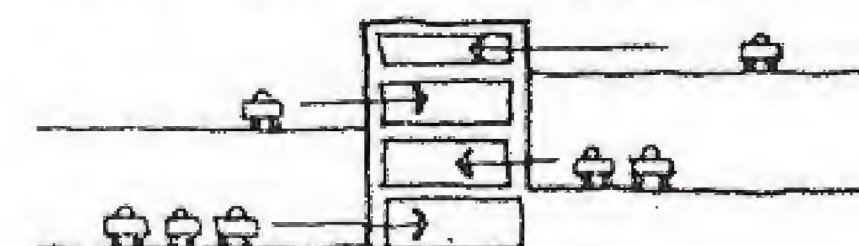
GARAGE ON ADJACENT SITE



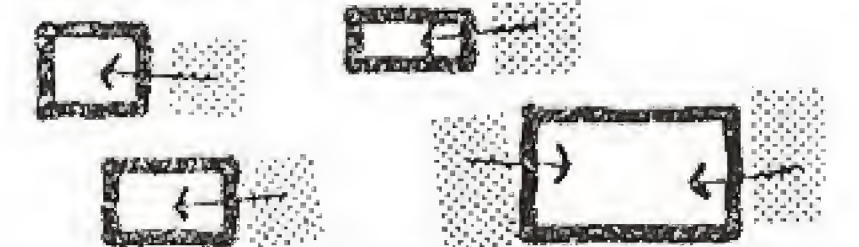
GARAGE BELOW GRADE



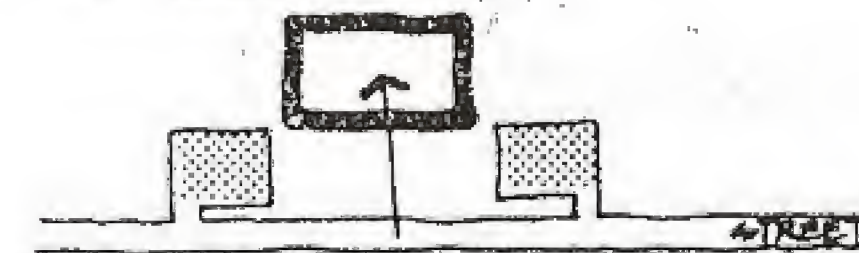
PARKING A DISTANCE AWAY WITH SHUTTLE TO BUILDING



PARKING LEVELS AT BUILDING ENTRY LEVELS



DECENTRALIZE PARKING INTO SMALLER LOTS



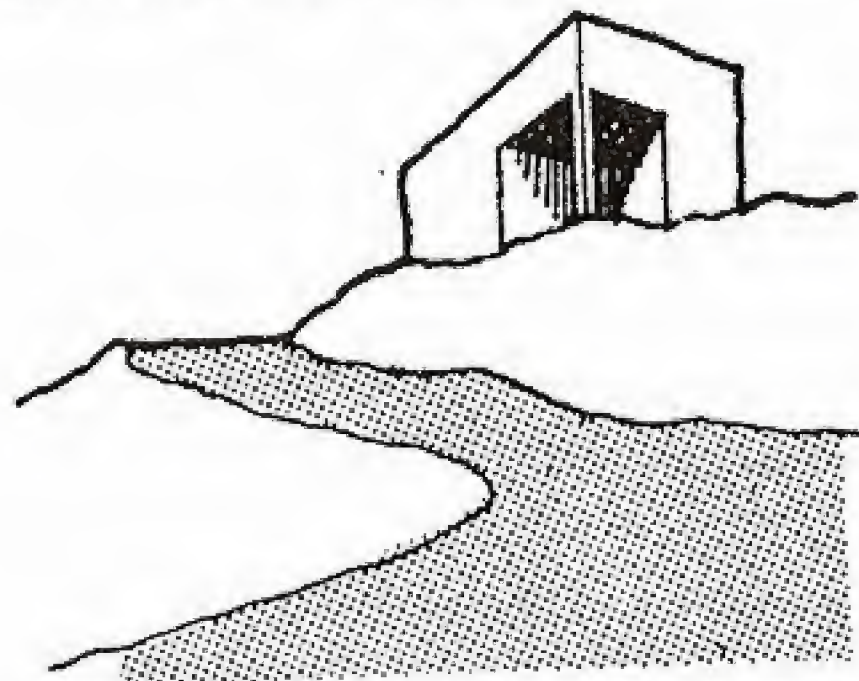
SPLIT PARKING FOR VIEW AVENUE TO BUILDING



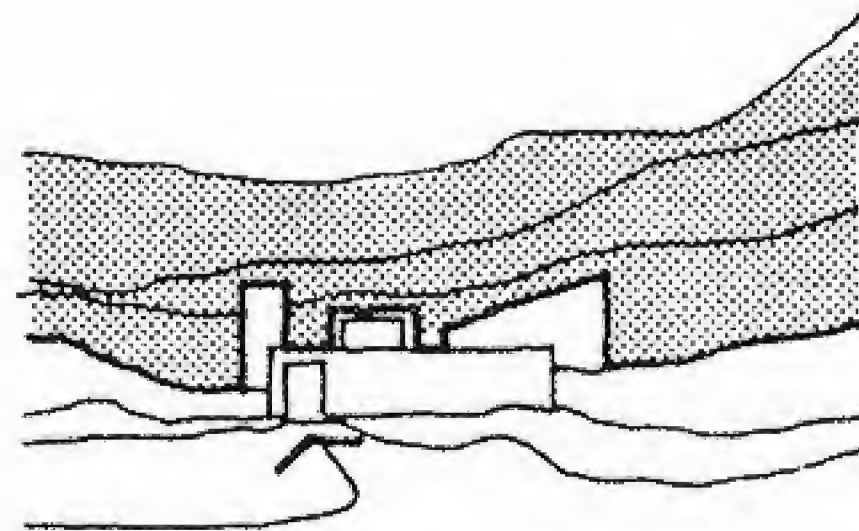
# Approach to Building

- \* VICINITY ENVIRONMENT AS PREPARATION
- \* FIRST VIEW OF BUILDING
- \* APPROACH & ORIENTATION
- \* PARKING SEQUENCE
- \* MOVEMENT FROM PARKING TO ENTRY
- \* ENTRY TRANSITION
- \* ENTRY

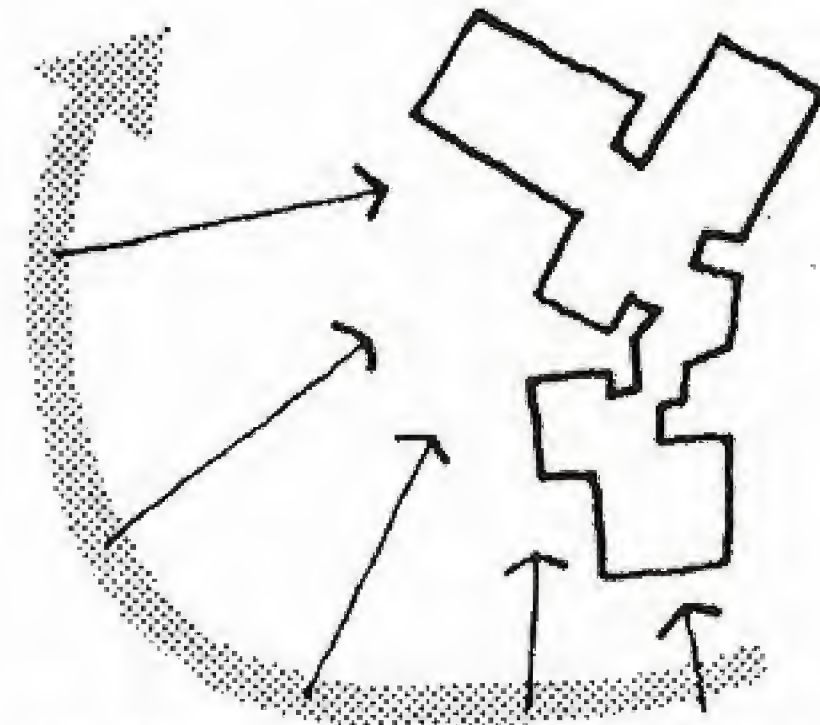
ENTRY & APPROACH AS A TOTAL EXPERIENCE SEQUENCE



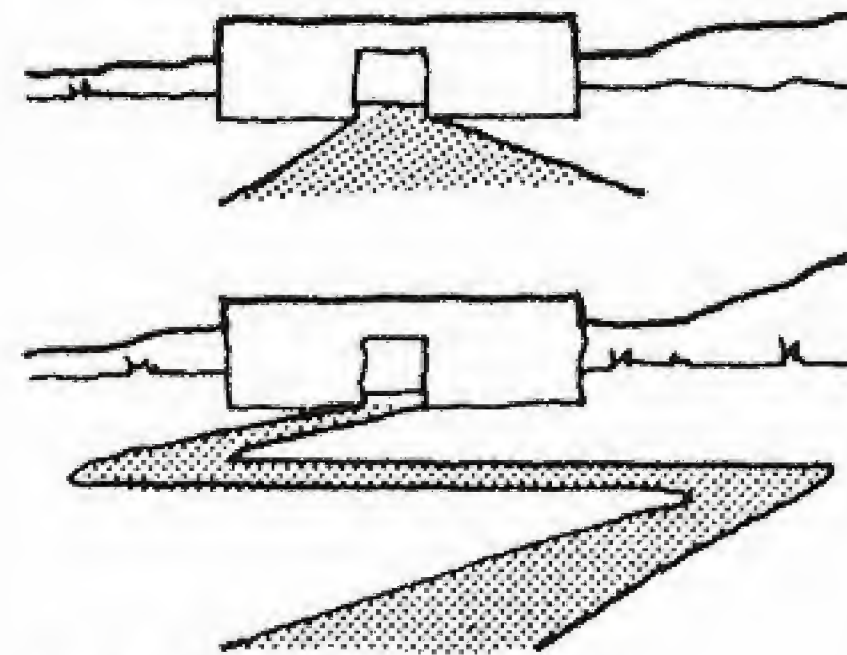
PRESENT DYNAMIC PERSPECTIVE TO APPROACH DIRECTION



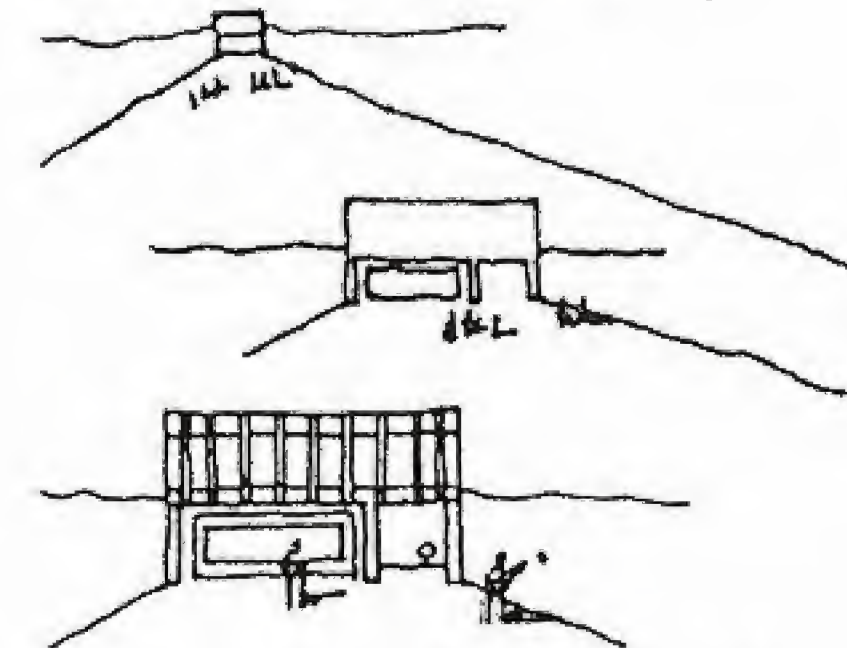
APPROACH FROM DIRECTION OFFERING BEST BUILDING BACKDROP



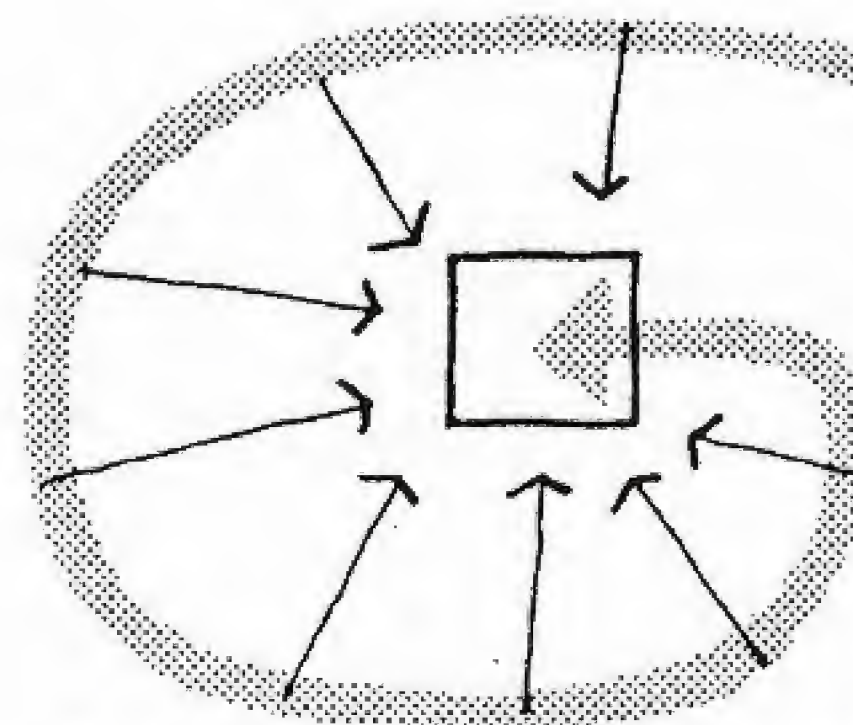
REVEAL MORE AND MORE PARTS OF BUILDING ON APPROACH



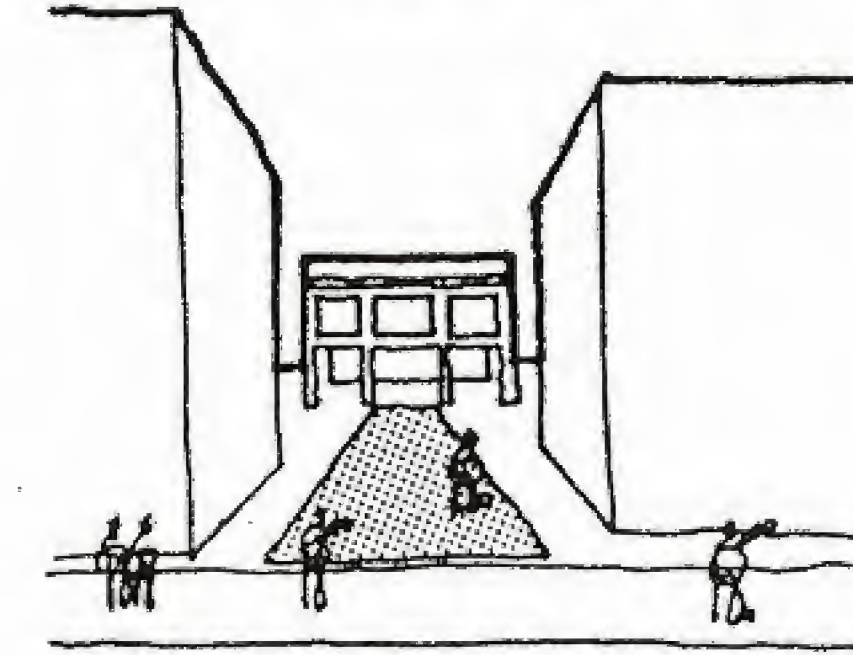
DIRECT APPROACH AND RAMBLING APPROACH



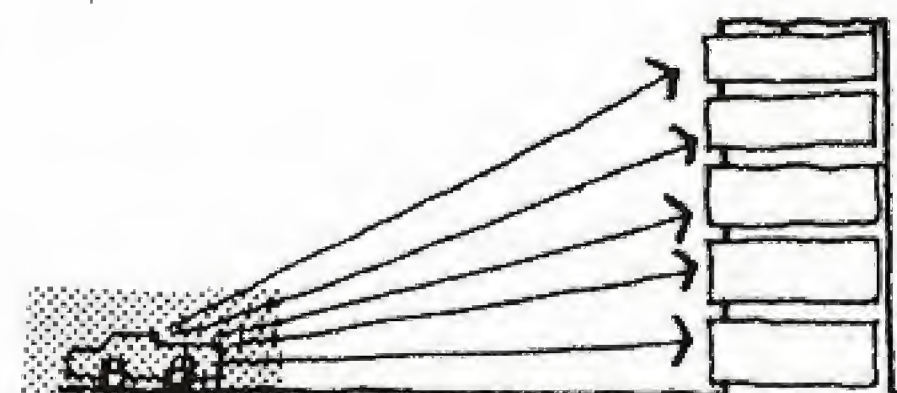
MORE DETAIL REVEALED ON CLOSER APPROACH



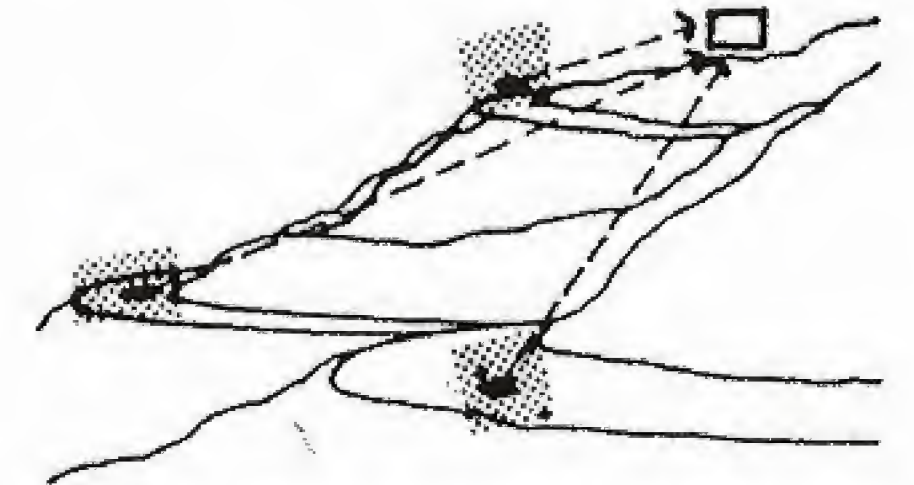
ORIENT TO WHOLE BUILDING ON APPROACH BEFORE ENTRY



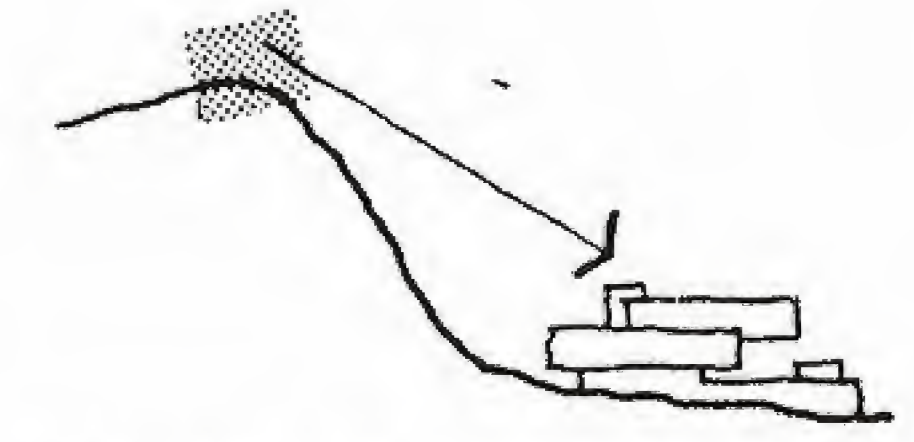
SURPRISE VIEW OF BUILDING AND ENTRY INVITATION



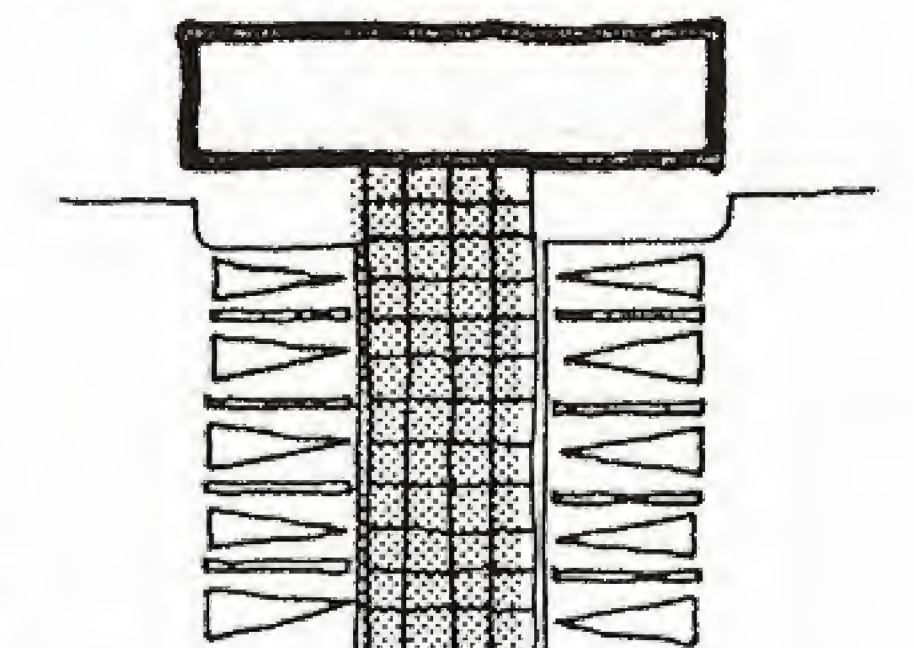
REVEAL ALL POTENTIAL DESTINATIONS TO PARKING FOR ORIENTATION



VIEWS FROM VARIED DISTANCES ON APPROACH



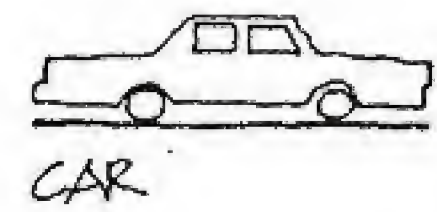
TOP VIEW OF WHOLE COMPLEX BEFORE ENTRY APPROACH



CREATE PEOPLE AVENUES THROUGH PARKING LOTS



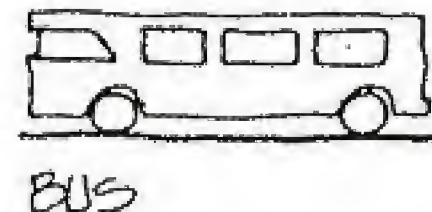
# Arrival Modes



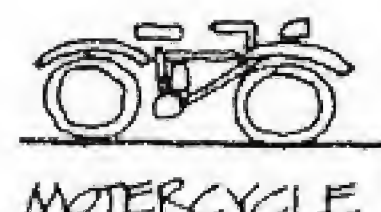
CAR



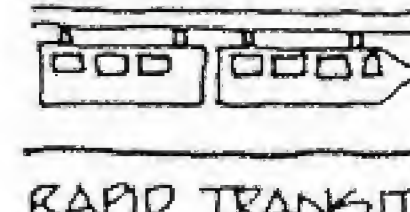
BIKE



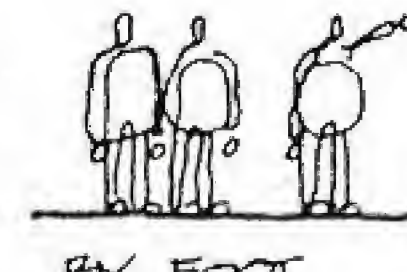
BUS



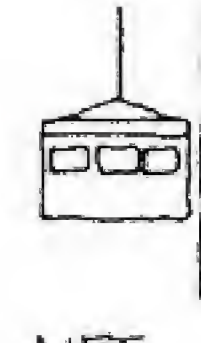
MOTORCYCLE



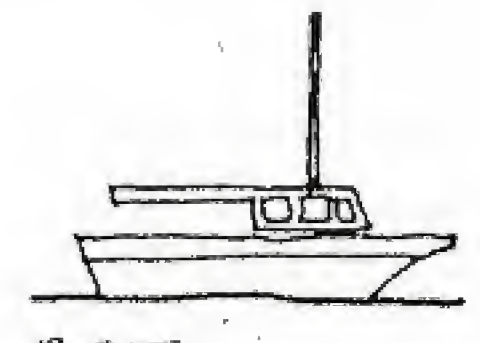
RAPID TRANSIT



BY FOOT



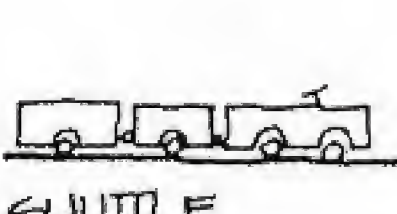
LIFT



BOAT



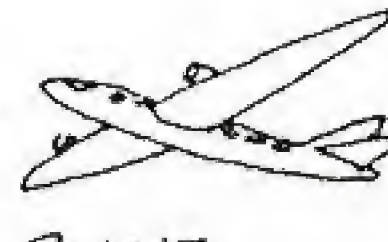
CART



SHUTTLE



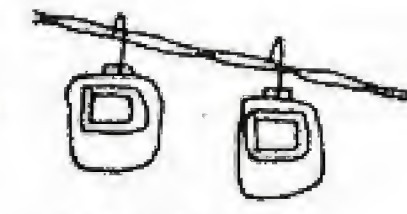
MOVING SIDE  
WALK



PLANE



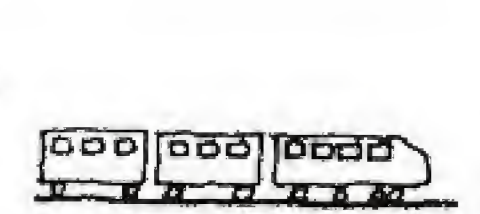
HELICOPTER



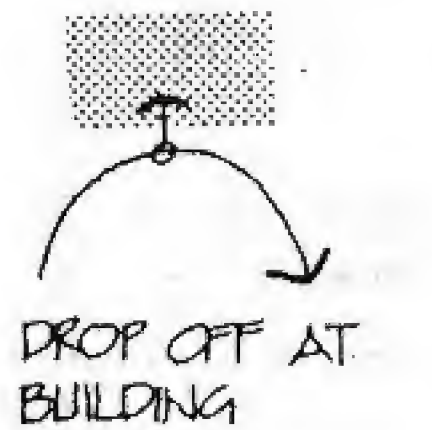
GONDOLA



RAFT



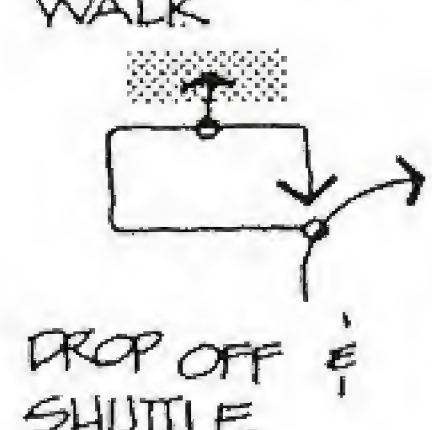
TRAIN



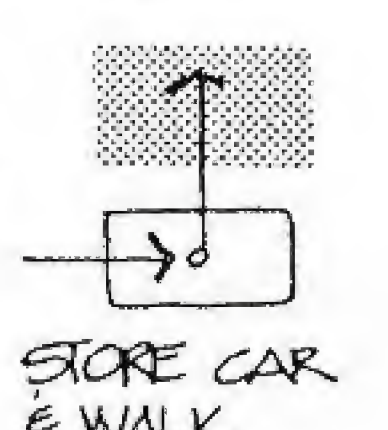
DROP OFF AT  
BUILDING



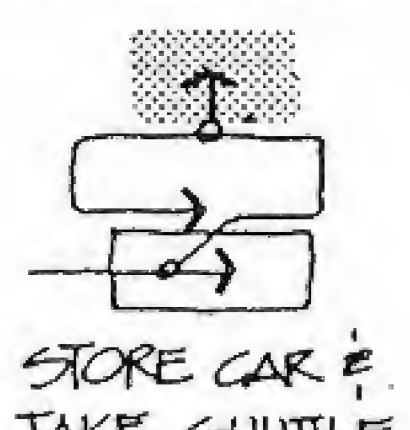
DROP OFF &  
WALK



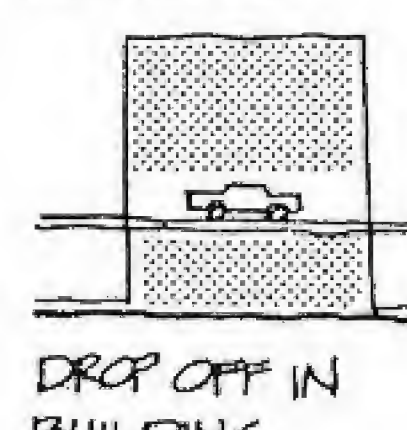
DROP OFF &  
SHUTTLE



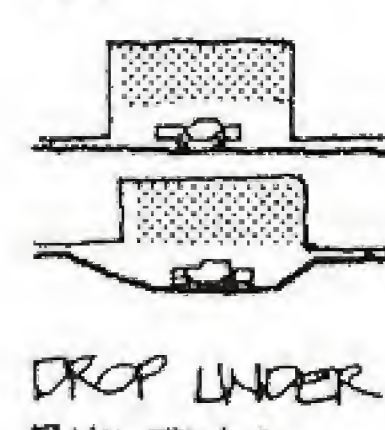
STORE CAR &  
WALK



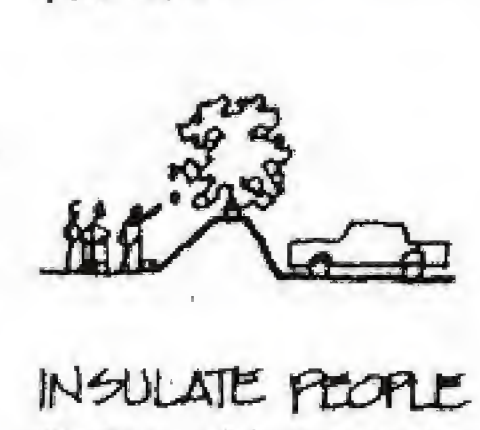
STORE CAR &  
TAKE SHUTTLE



DROP OFF IN  
BUILDING

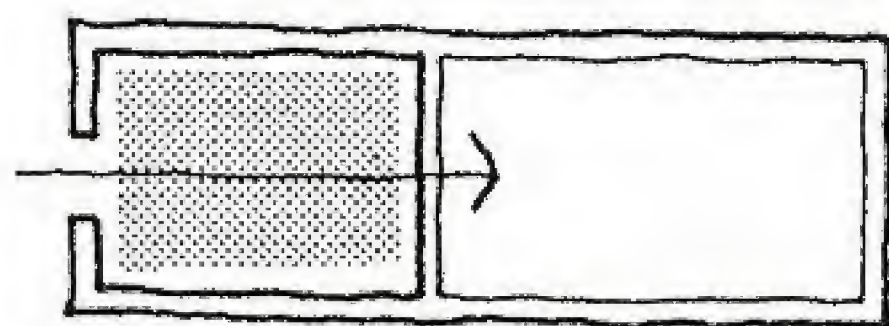


DROP UNDER  
BUILDING

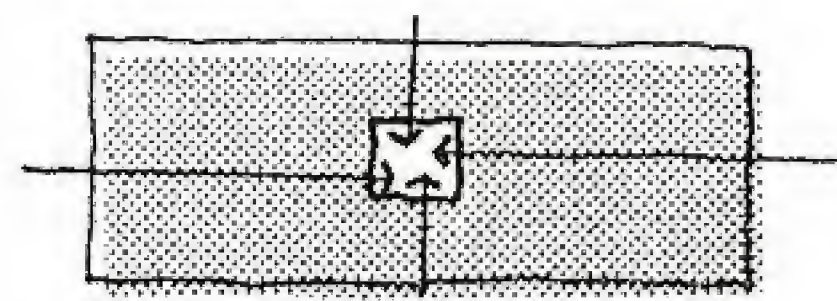


INSULATE PEOPLE  
FROM MACHINES

# Entry to Building



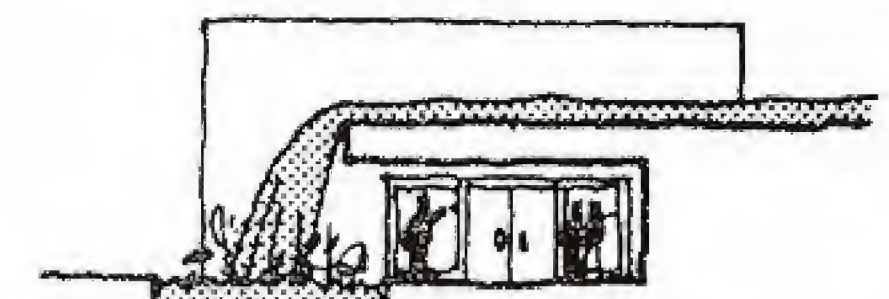
THROUGH A COURTYARD



ACCESS PLAZA

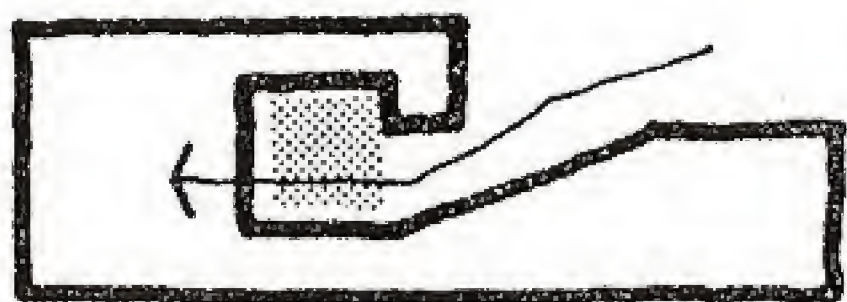


OVER A POOL

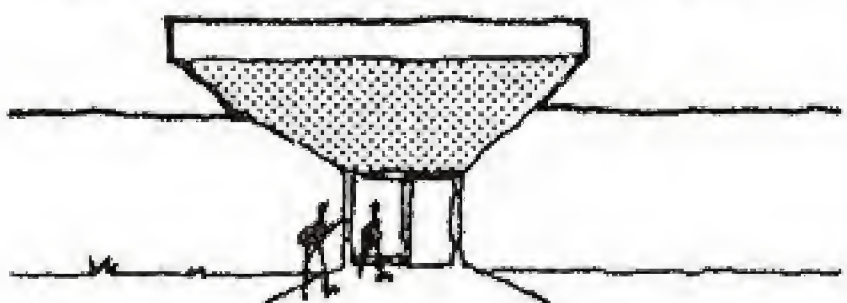


UNDER A WATERFALL





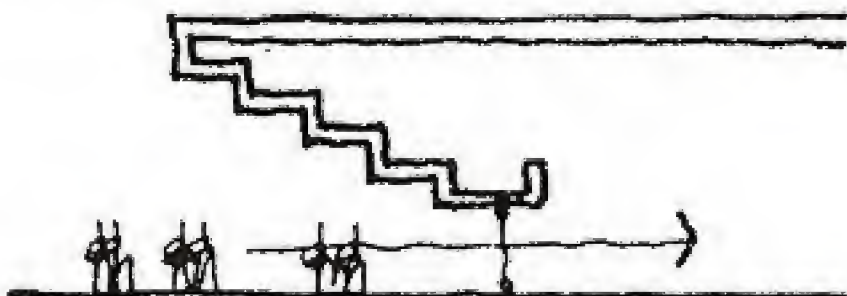
TRANSITION THROUGH COURT



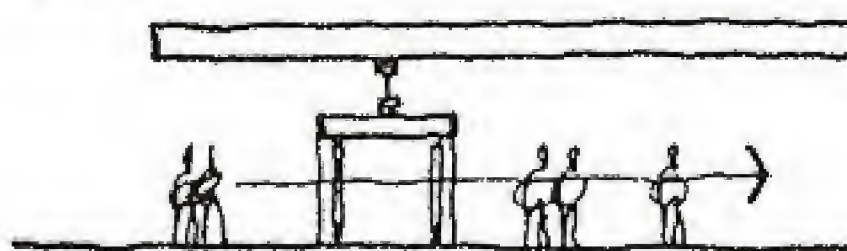
UNDER CANOPY



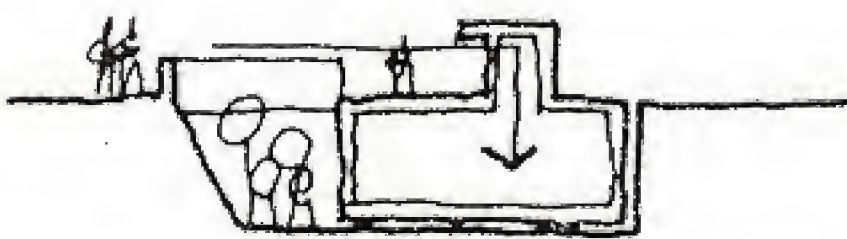
THROUGH TUNNEL



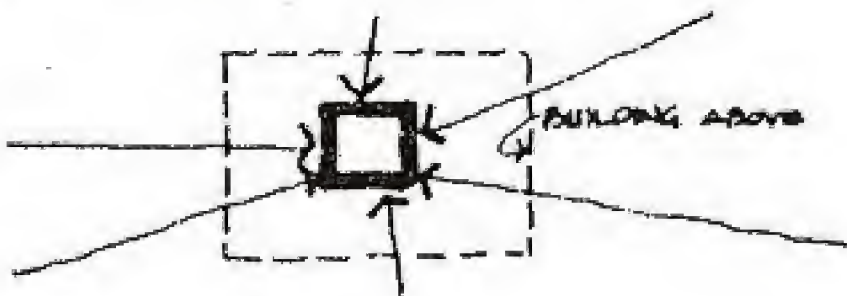
UNDER SLOPED FLOOR ABOVE



THROUGH TRANSITION CHAMBER



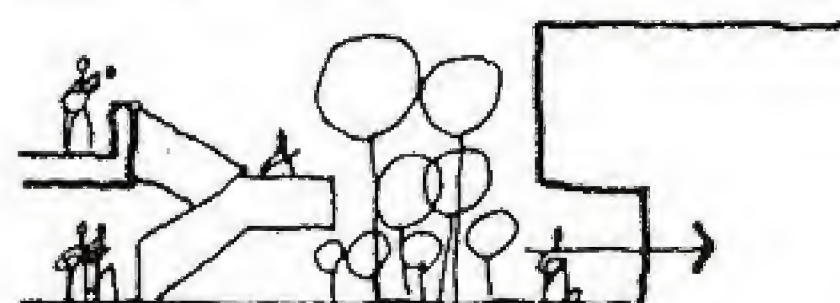
OVER ROOF, DOWN AND IN



MULTIDIRECTIONAL ENTRY



ACROSS MOAT



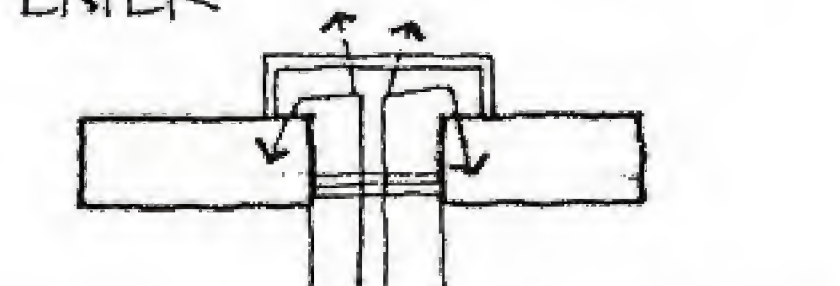
DOWN THROUGH SUNKEN GARDEN



ALONG WATERWAY



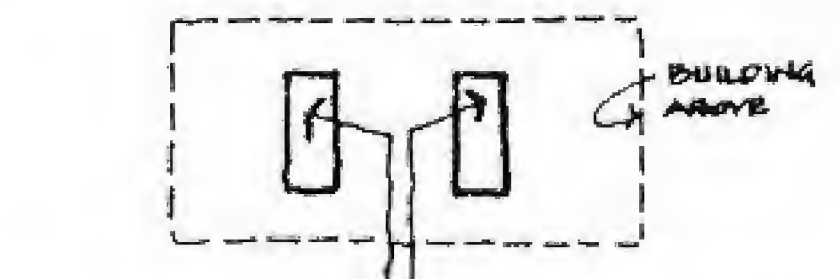
WALK BY FACADE, THEN ENTER



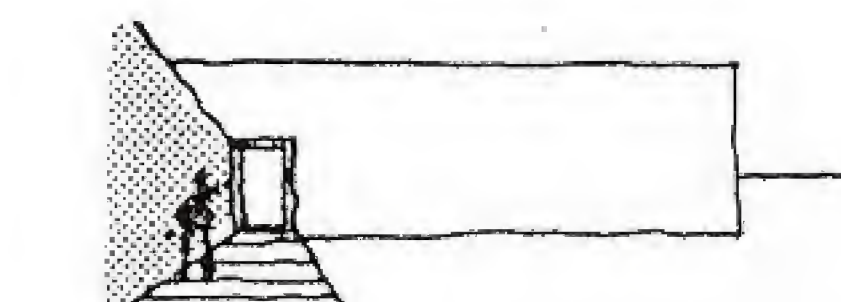
BETWEEN BUILDINGS, PRESENT VIEW, THEN TURN & ENTER



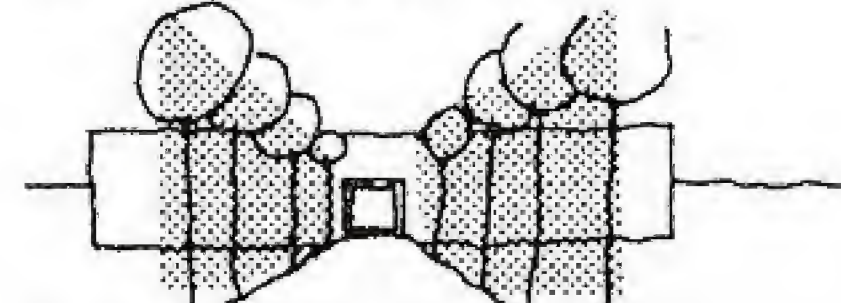
DOWN AND IN



UNDER BUILDING, TO SIDE AND UP INTO BUILDING



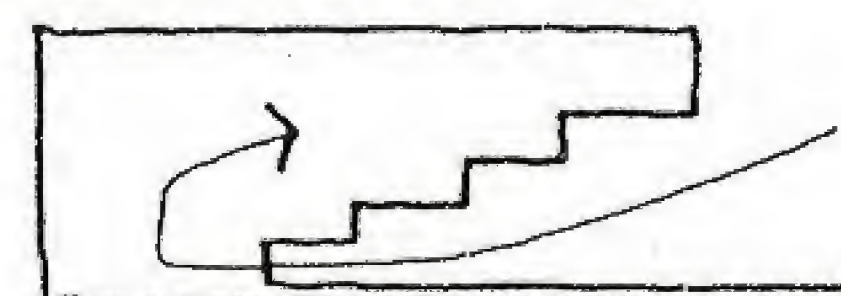
ALONG WALL



ALONG TREE LINED AXIS



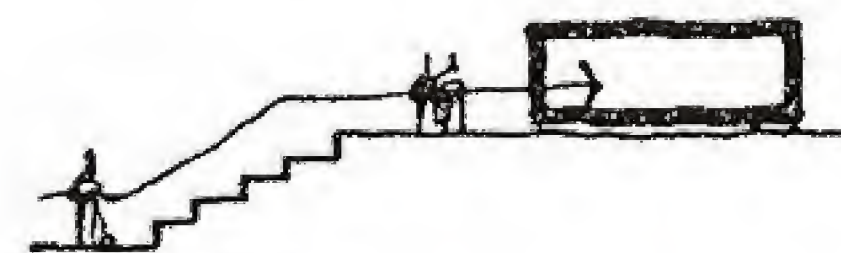
AROUND BUILDING AND IN



ENTRY PENETRATION FOR ORIENTATION, THEN SWITCH BACK



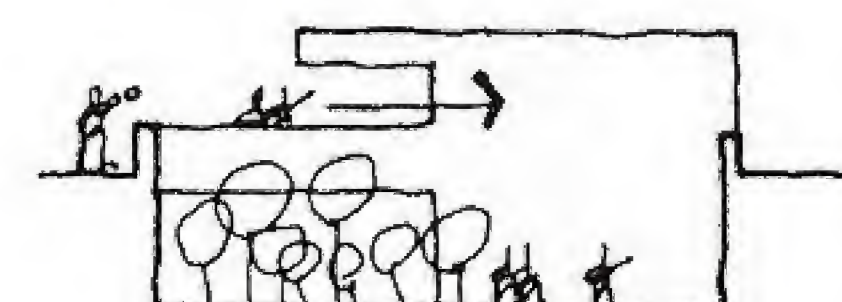
DIRECTLY IN



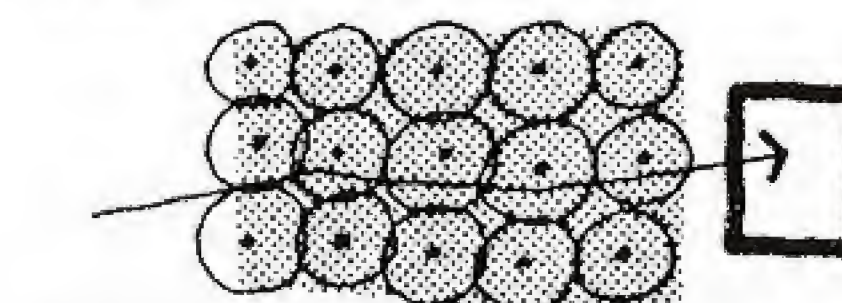
UP AND IN



MULTI-ENTRY POINTS • UNDER OR ON TOP OF BUILDING



OVER SUNKEN GARDEN



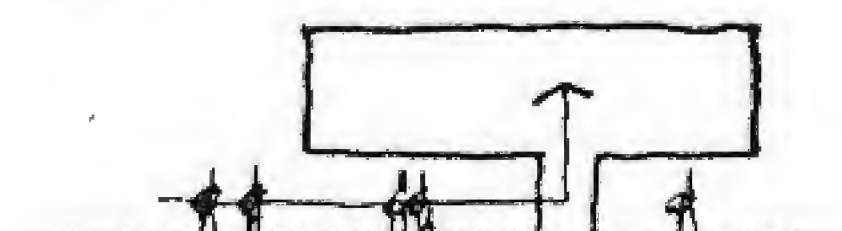
THROUGH GROVE OF TREES



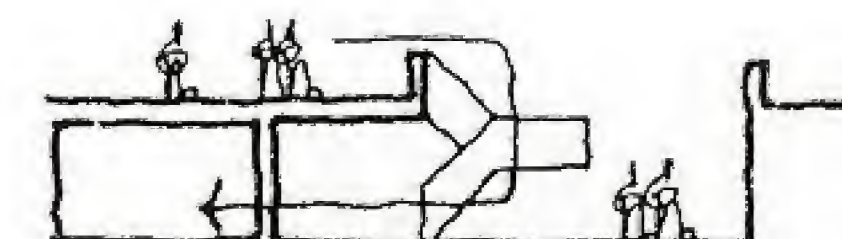
ENTRY WITH NO AWARENESS OF BUILDING FACADE



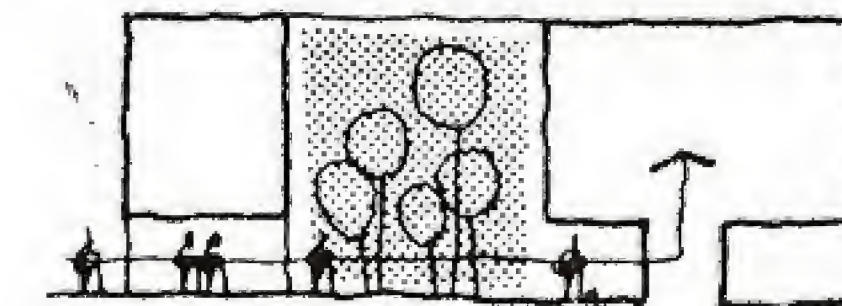
SHOW GLIMPSES OF DESTINATION BEFORE ENTRY



UNDER AND UP

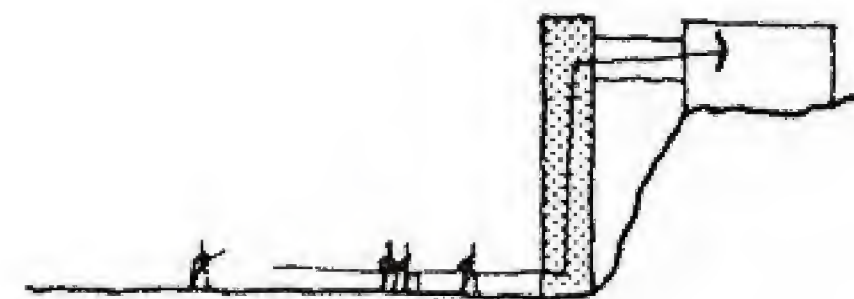


OVER ROOF DOWN AND IN

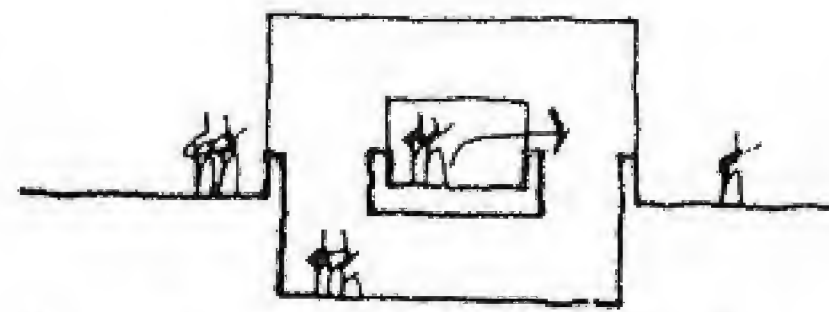


UNDER TO COURT AND UP

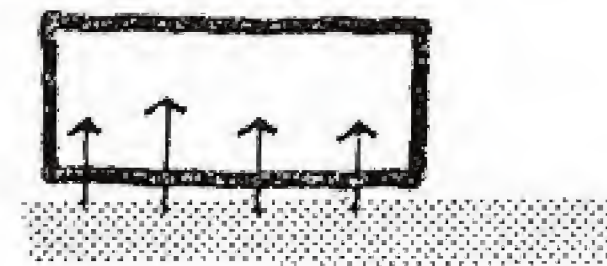




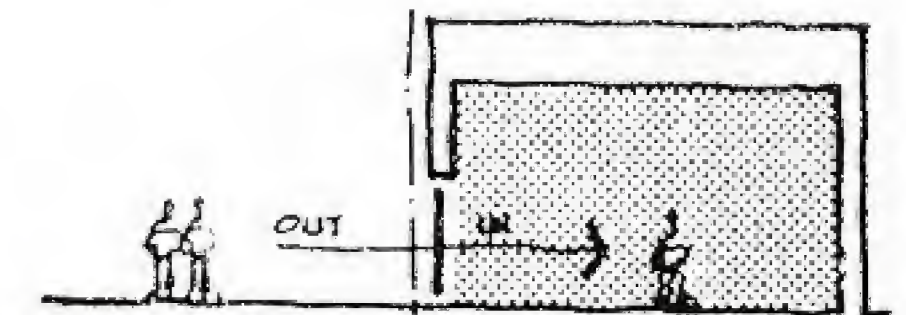
UP ELEVATOR AND IN



THROUGH BUILDING TUNNEL & IN



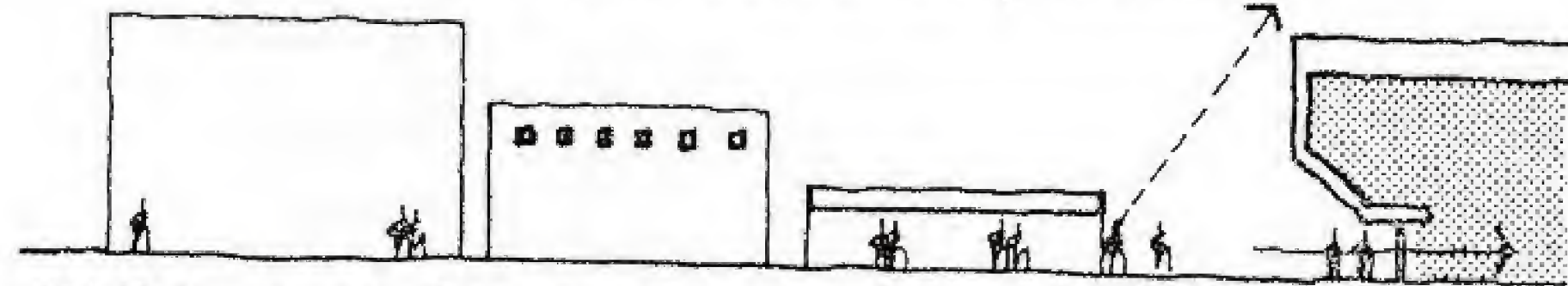
MULTIPLE ENTRIES ALONG EDGE



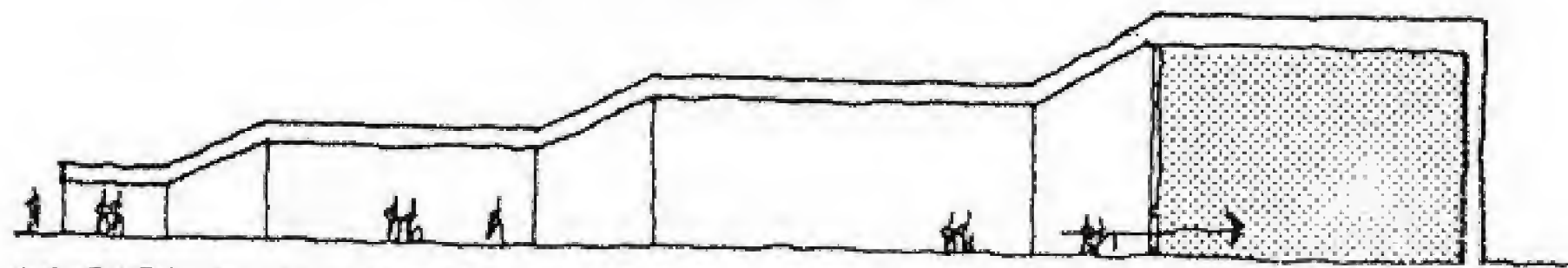
ABRUPT OUT-TO-IN TRANSITION



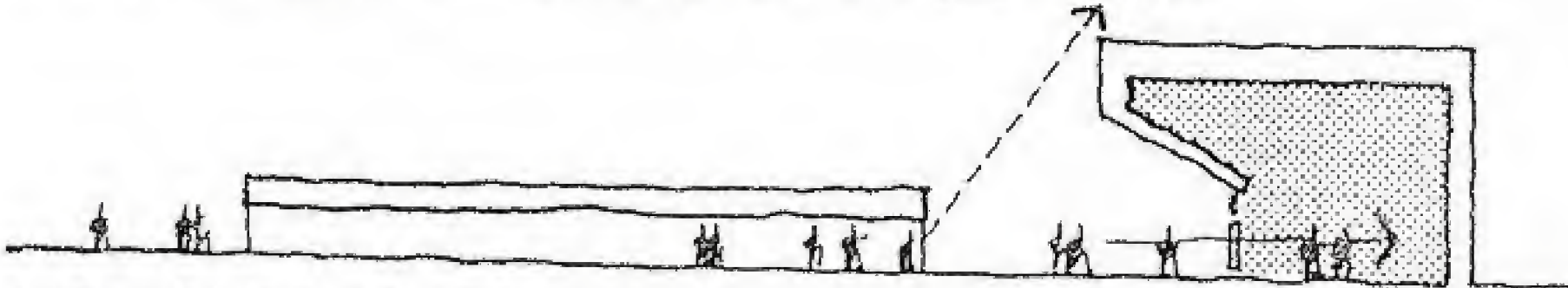
GRADUAL TRANSITION FROM OUT TO IN & VISEVERSA



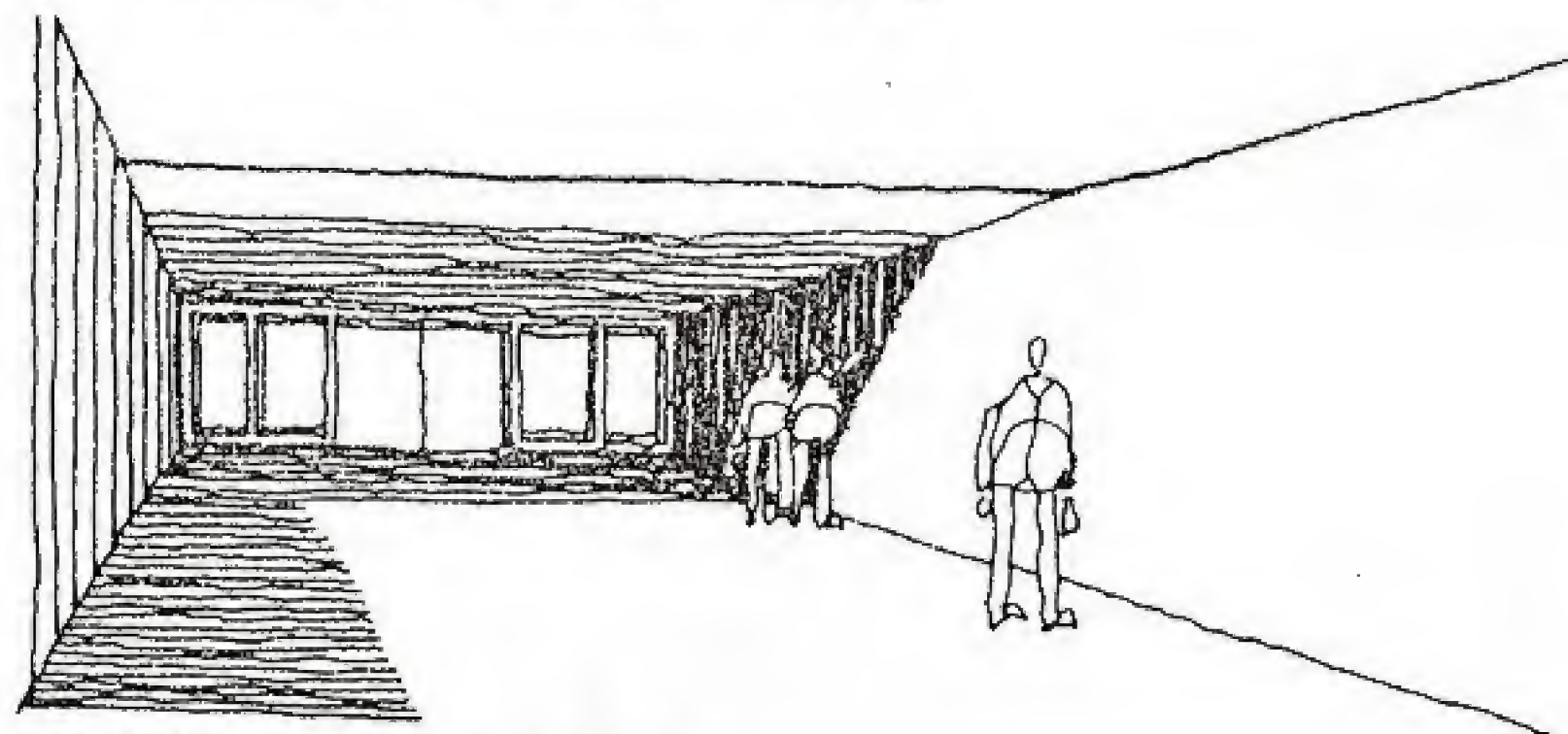
GRADUAL ENVELOPMENT - RELEASE - ENTRY



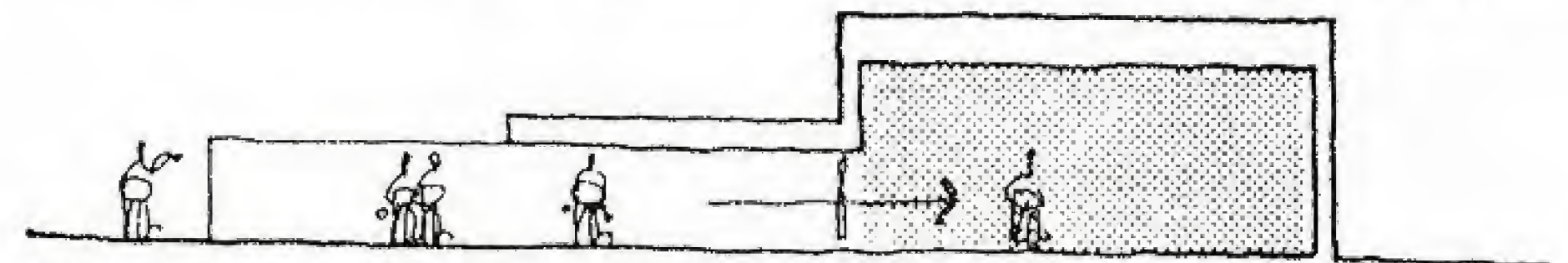
ABRUPT ENVELOPMENT - GRADUAL RELEASE TO ENTRY



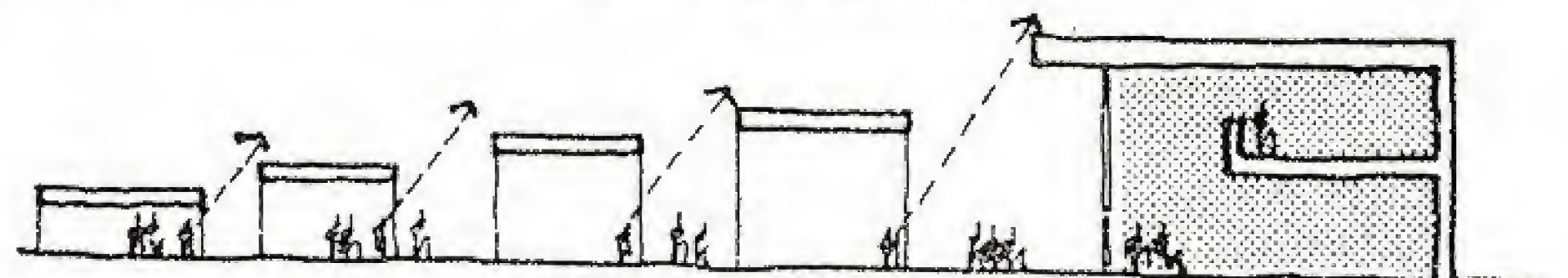
CONFINEMENT • RELEASE • ENTRY



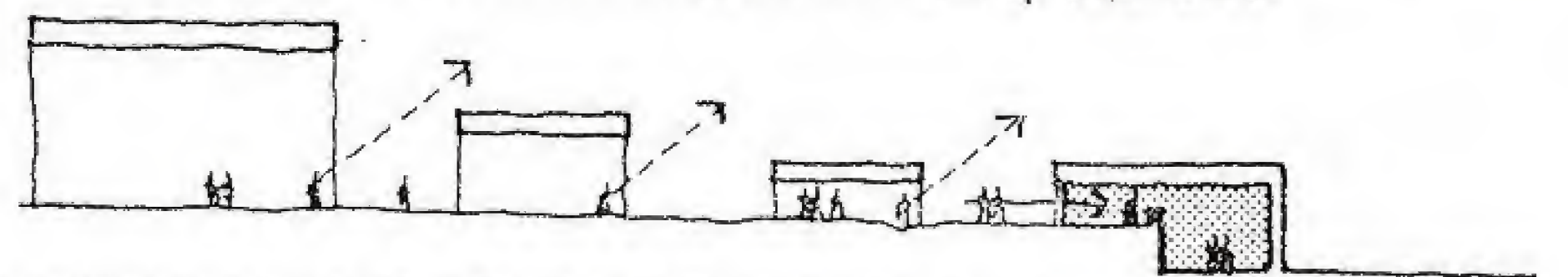
STRONG ENTRY INVITATION



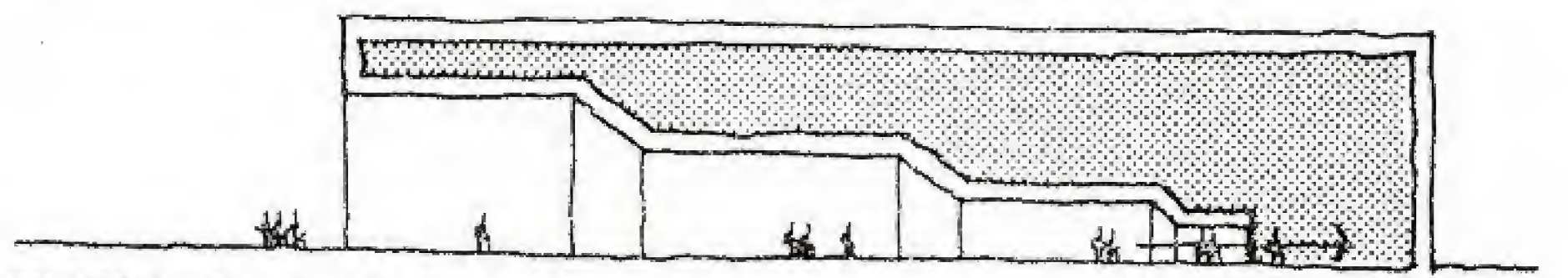
ENTRY TRANSITION OUTSIDE THE BUILDING



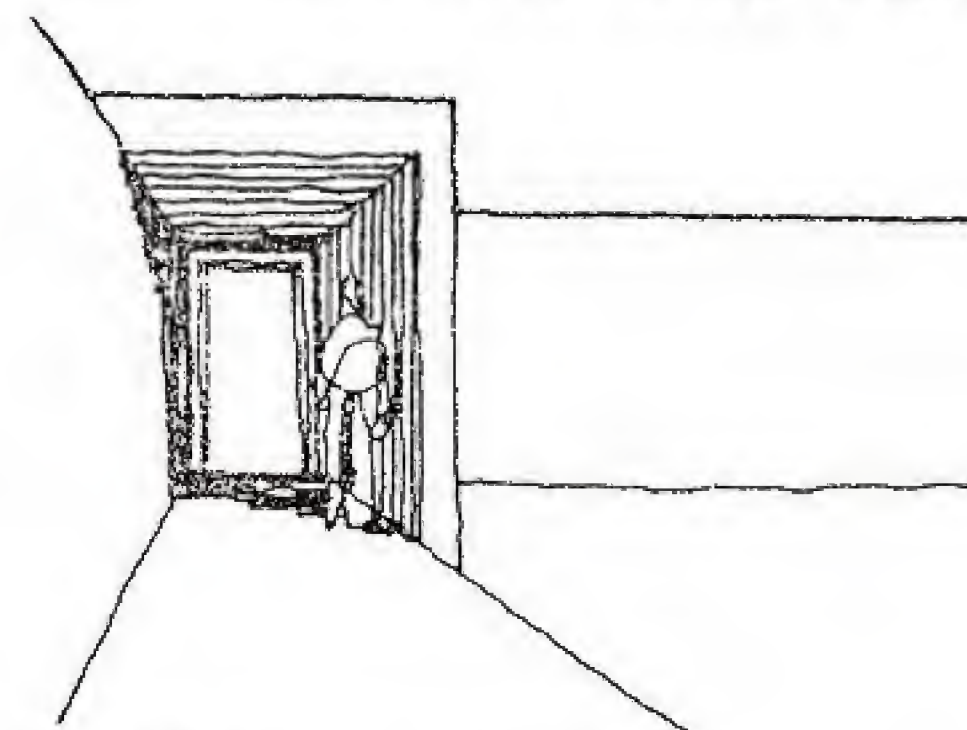
SEQUENCE OF DECREASING ENVELOPMENT & RELEASE



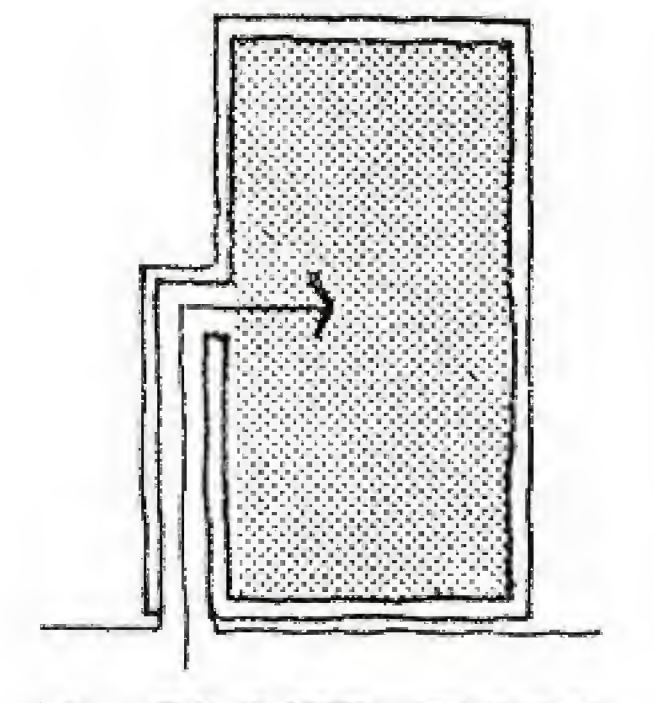
SEQUENCE OF ENVELOPMENT AND RELEASE



ENTRY TRANSITION INSIDE BUILDING



RESERVED INVITATION



ACCESS BUT NO INVITATION



# Total Site Zoning

Diagram illustrating the Total Site Zoning, showing the layout of the building and surrounding areas. The site is divided into several zones, including:

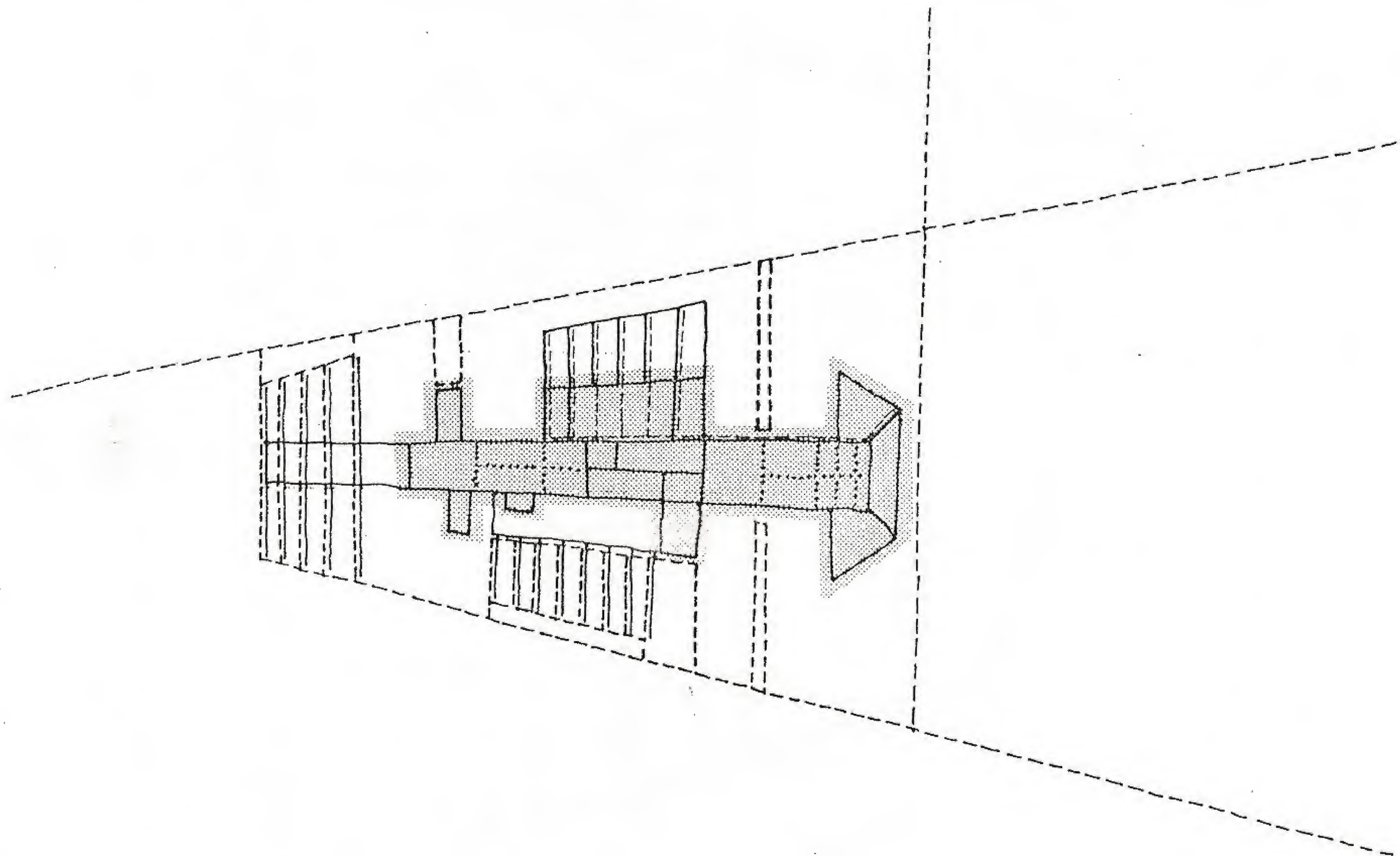
- POOL
- OFF SIDEWALK SEATING
- LAWN & FUTURE EXPANSION
- COURT
- LOUNGE
- LOBBY
- DRAFTING
- STORAGE
- SERVICE
- CONF RM
- COURT
- OFF
- OFF
- OFF
- OFF
- OFF
- RBL & WAITING
- COURT
- STAFF PARKING
- LANDSCAPED COURT
- WALK
- CLIENT PARKING
- LANDSCAPED BUFFER
- SIDEWALK

ZONING OF WHOLE SITE • BUILDING IS COMPOSED OF ENCLOSED ZONES

ZONING OF WHOLE SITE • BUILDING IS COMPOSED OF ENCLOSED ZONES



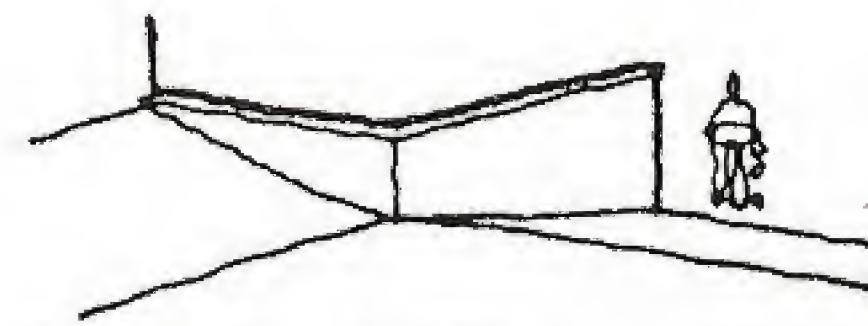
# Total Site Systems



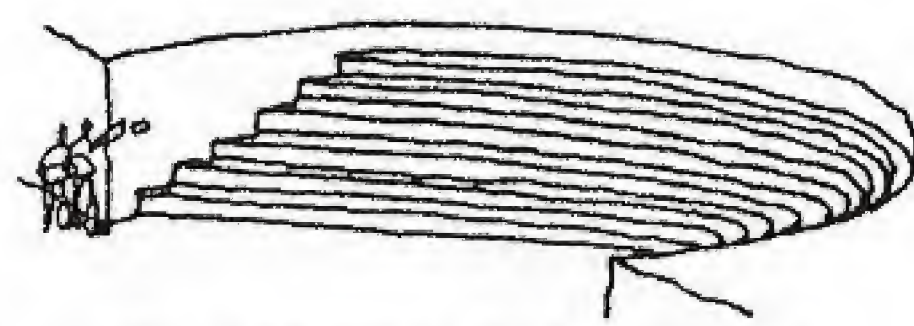
WHOLE SITE AS A SERIES OF MOVEMENT SYSTEMS • BUILDING IS COMPOSED OF THOSE SYSTEMS THAT ARE ENCLOSED



# Land Forms



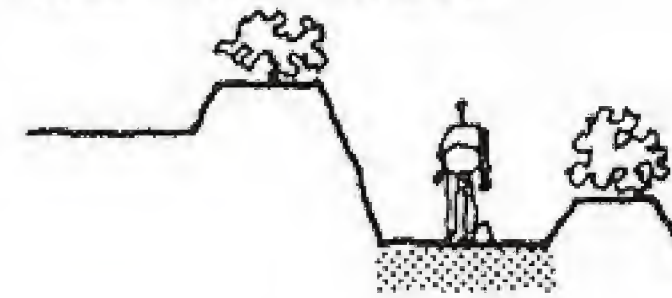
TWO WAY SLOPE



SLOPE STEPPED FOR SEATING



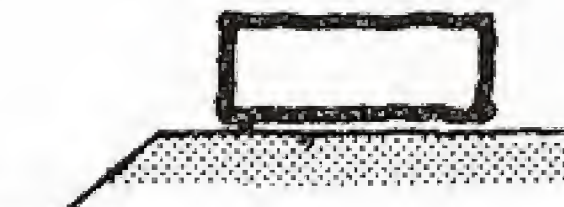
EARTH BERMS



WALK



RAISED WALK



BUILDING PLATFORM



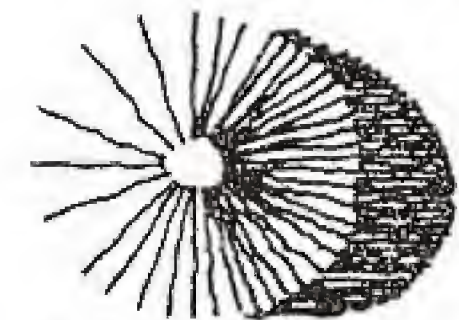
TROUGH



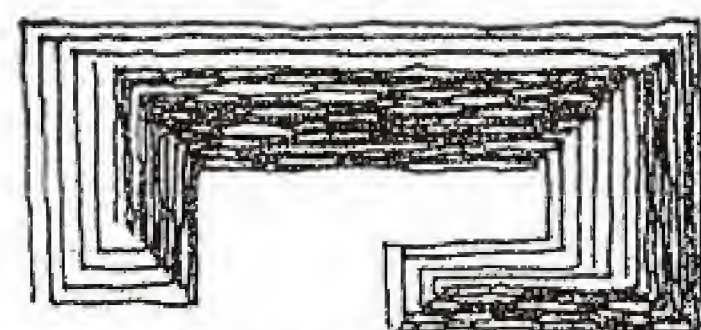
RIDGE



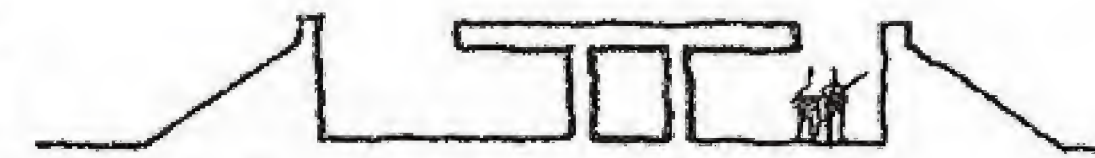
COURTYARD



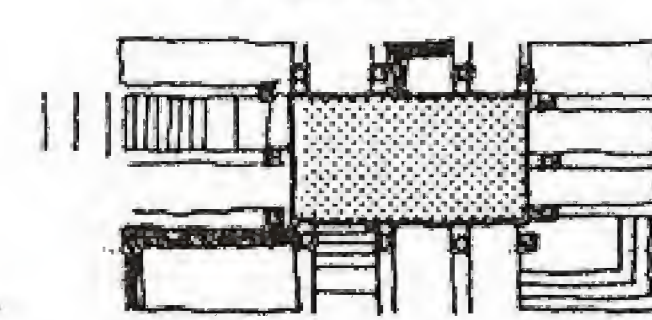
MOUND



EARTH WALL



INTEGRATE BUILDING WITH LAND



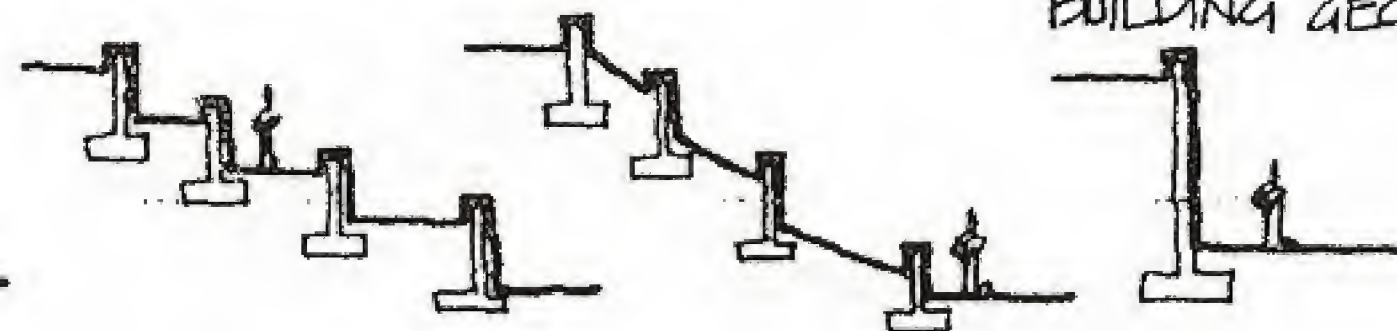
RELATE LAND FORMS TO BUILDING GEOMETRY



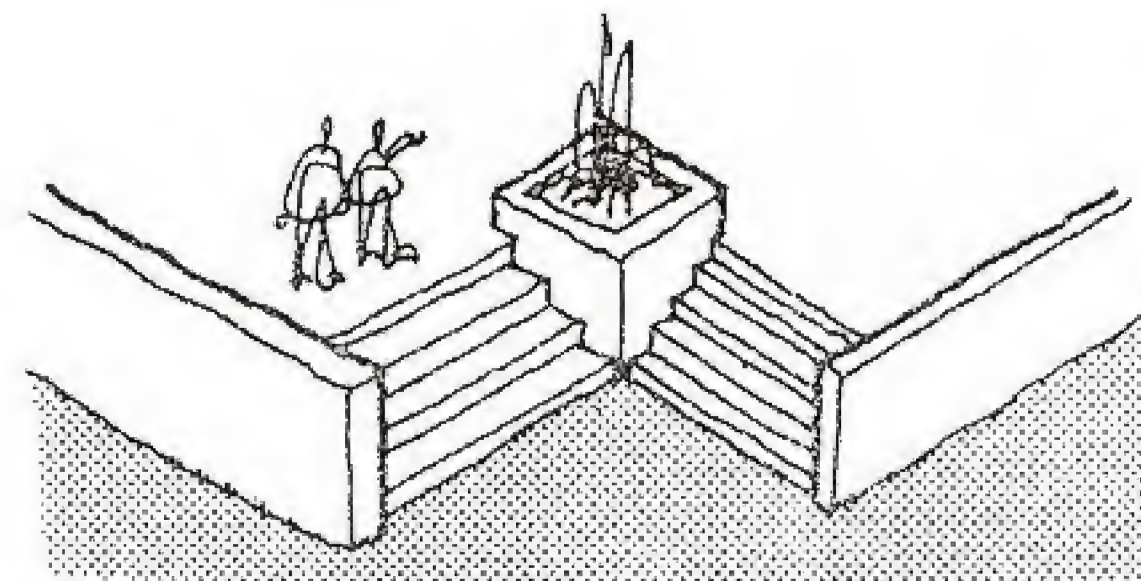
SCULPT LAND WITH BUILDING LEVELS



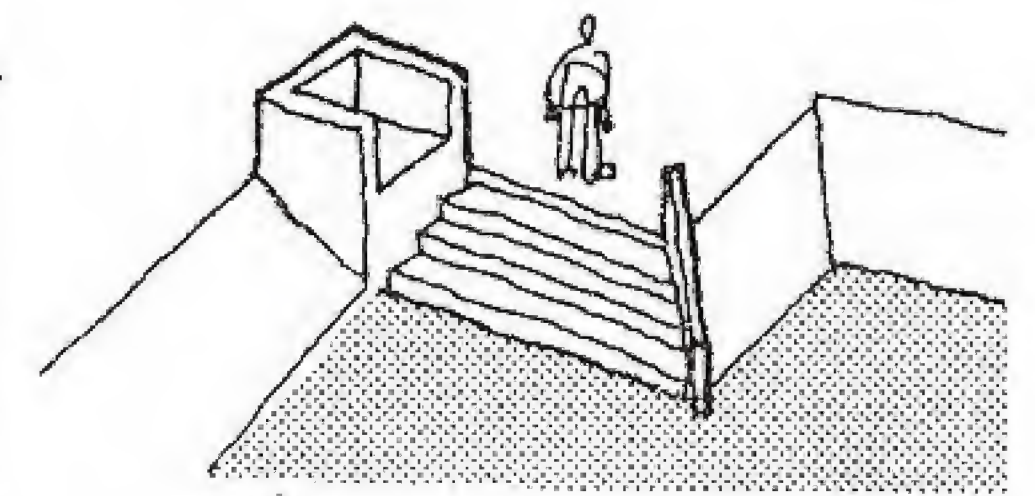
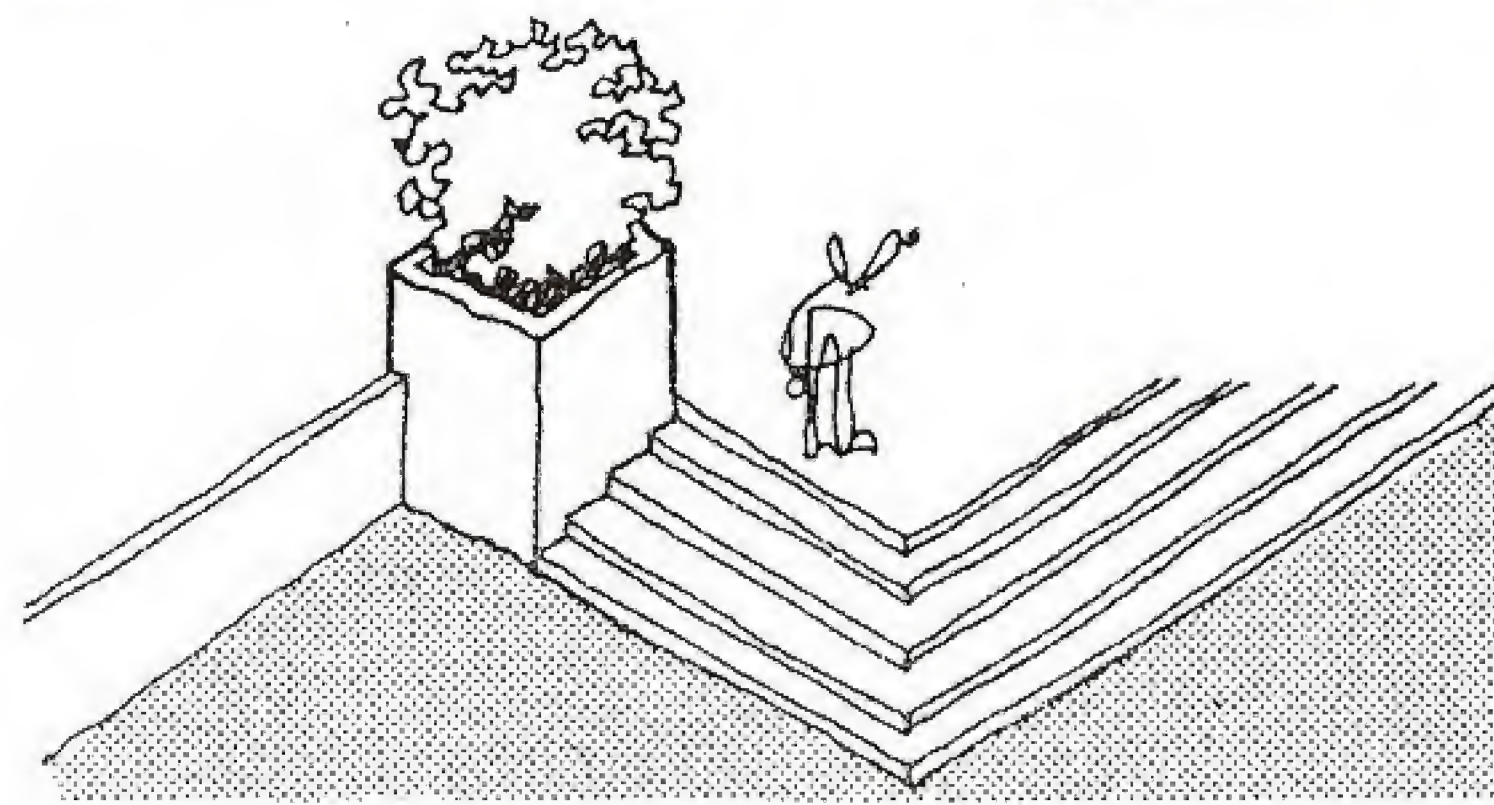
SITE LEVEL CHANGES



WATER CHANNEL OR POND

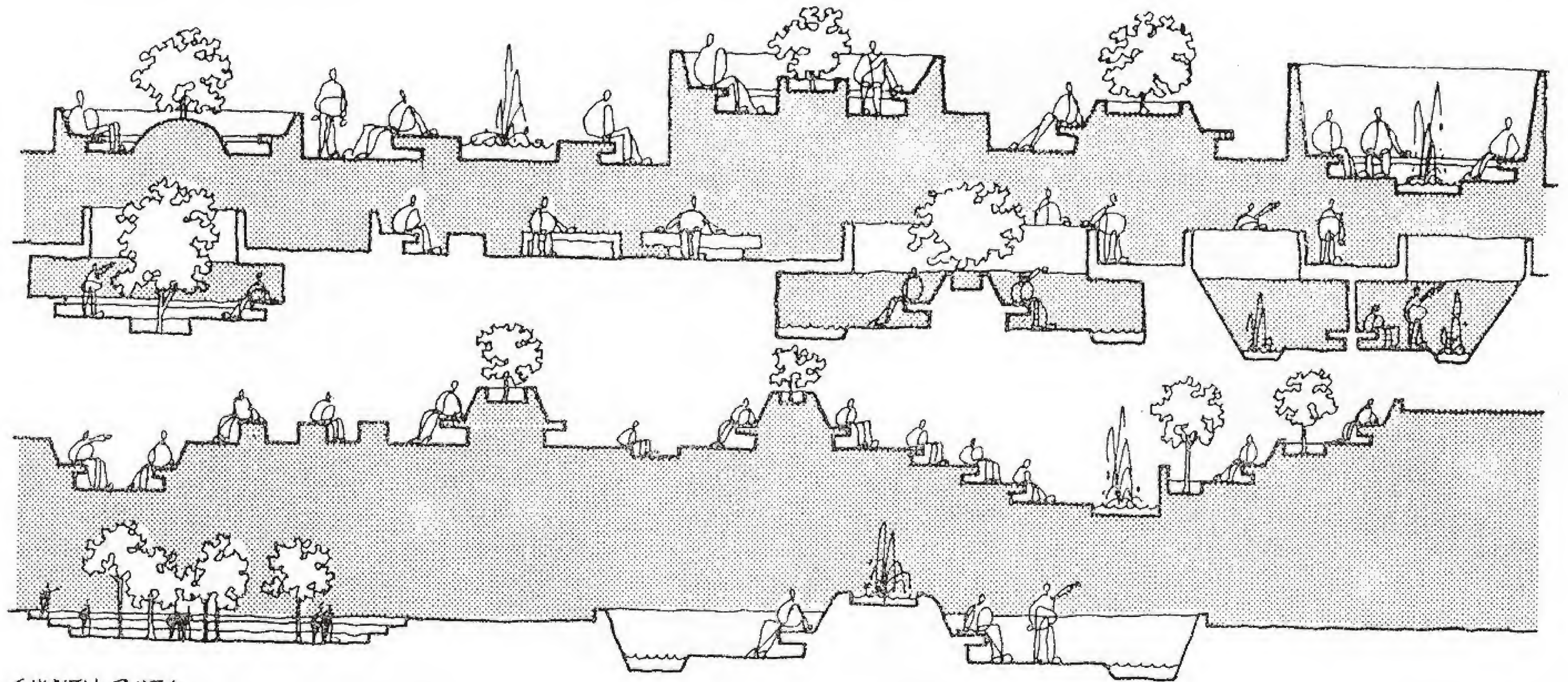


STEPS

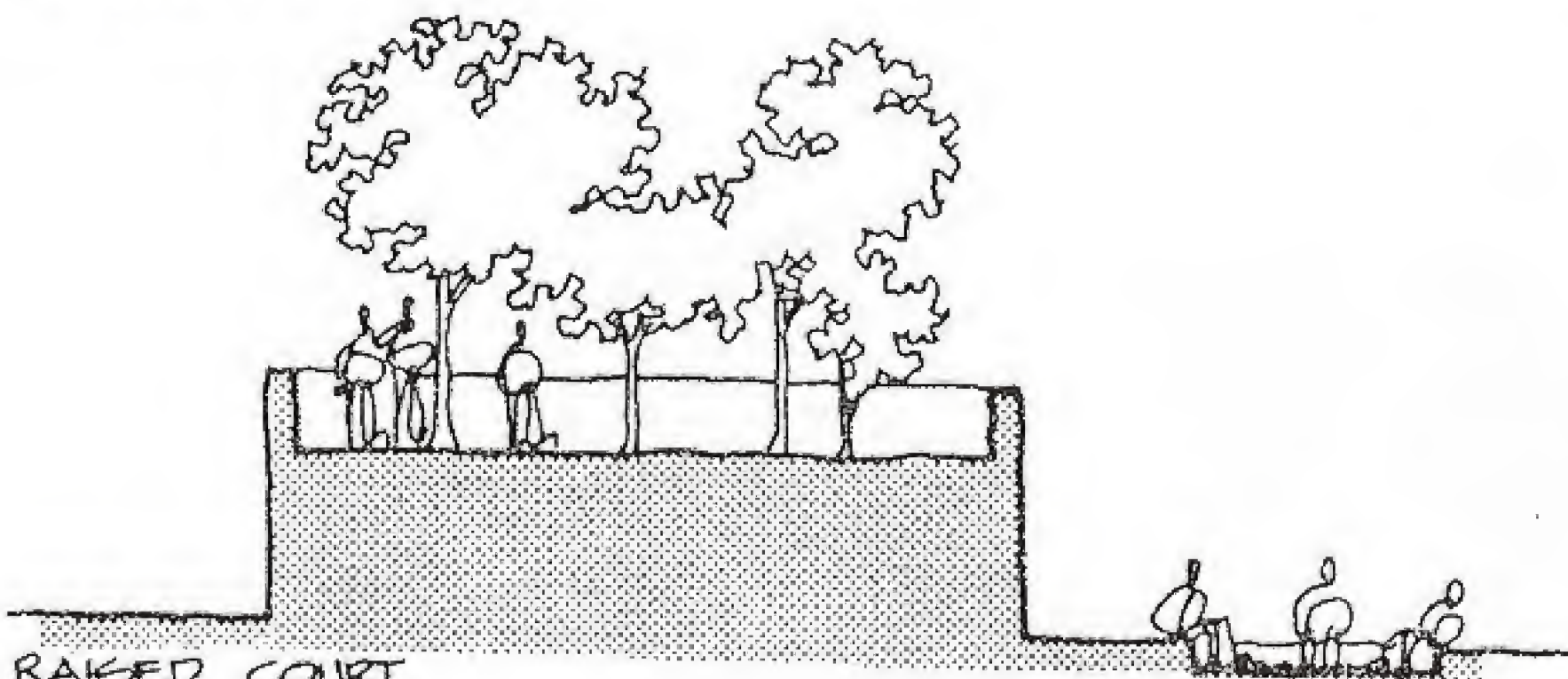




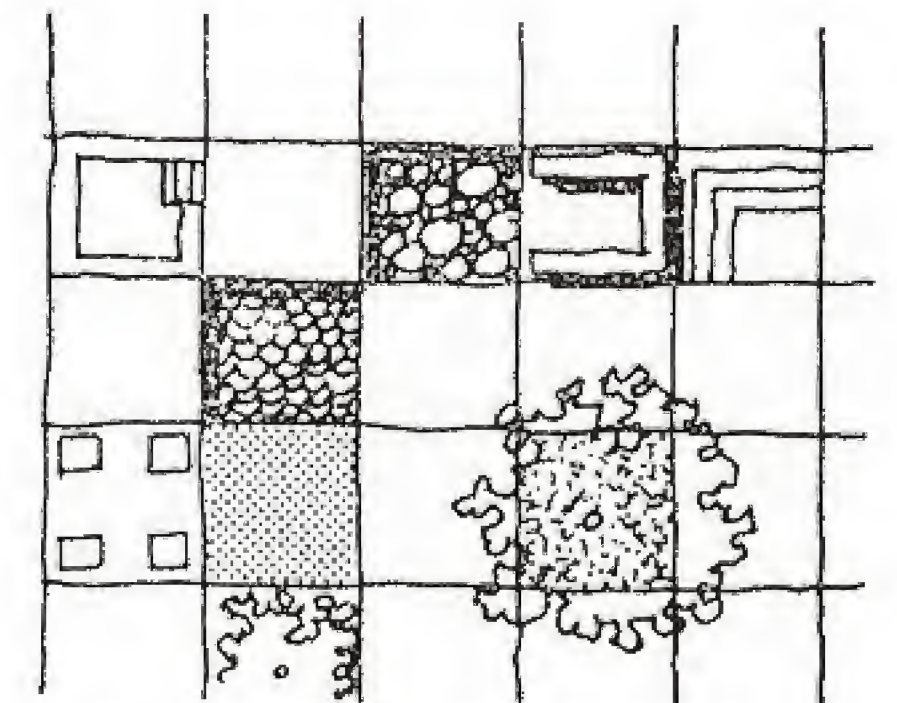
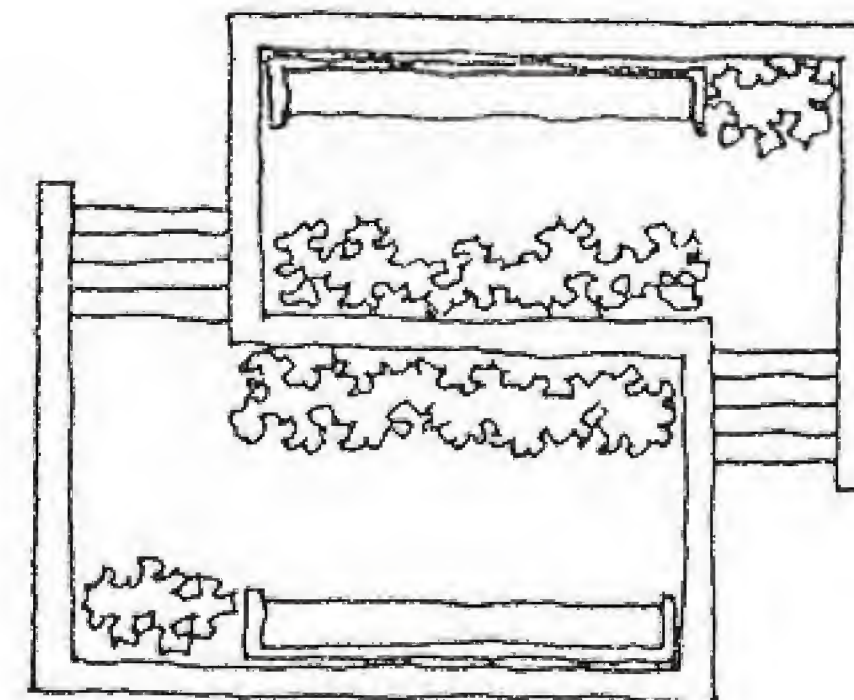
# Seating Forms



SUNKEN PLAZA



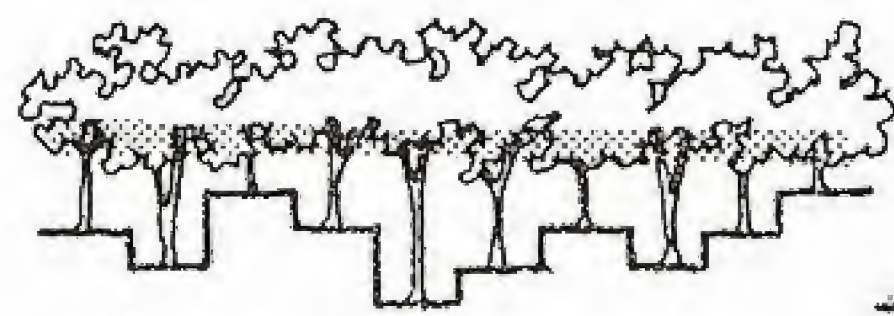
RAISED COURT



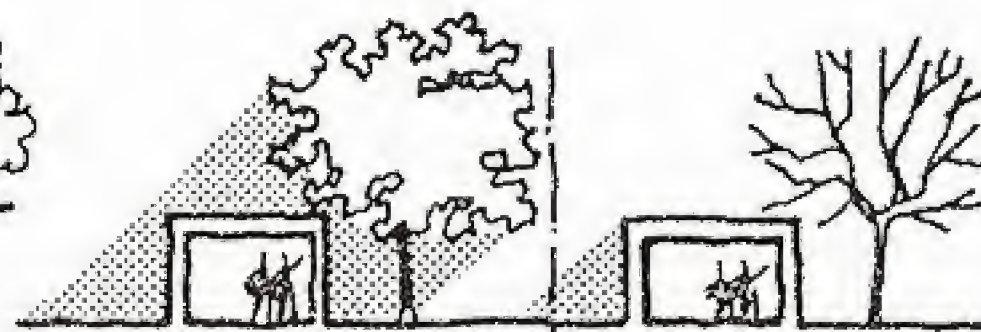
USE ZONES WITHIN A MODULAR FRAMEWORK



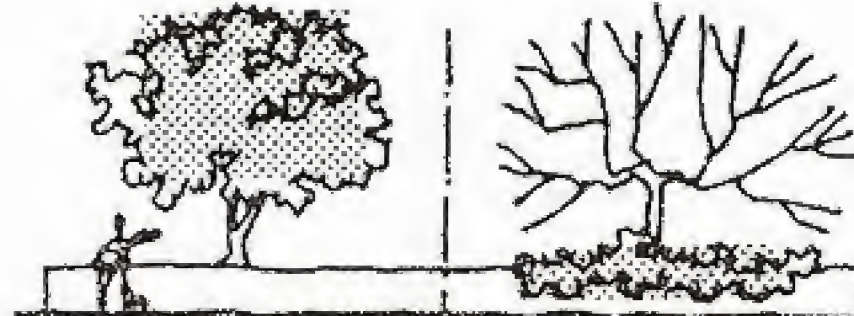
# Landscaping with Plants



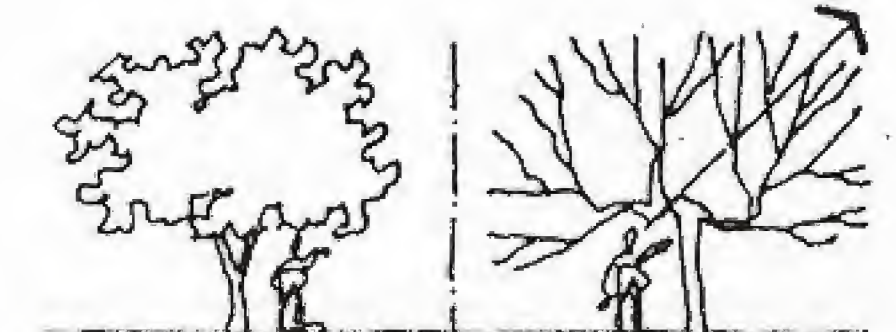
TREE CANOPY TO UNIFY GROUND



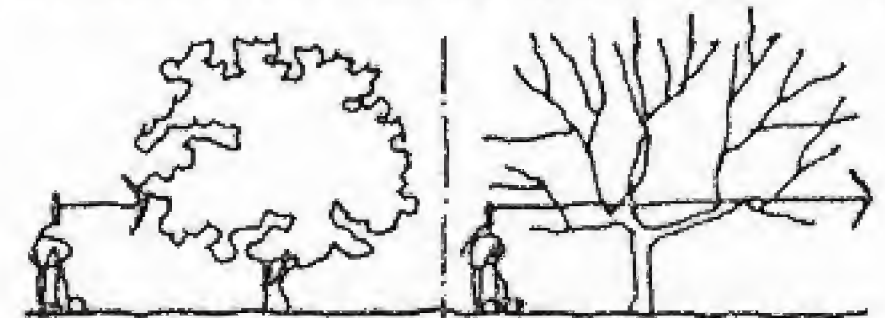
DECIDUOUS SUMMER SHADE • WINTER SUN



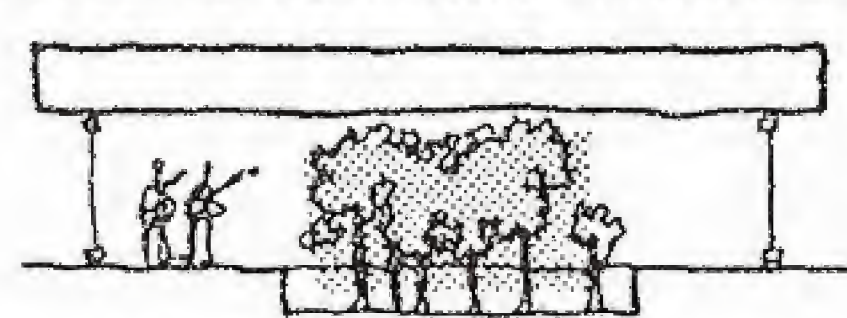
SUMMER FOCUS HIGH • WINTER LOW



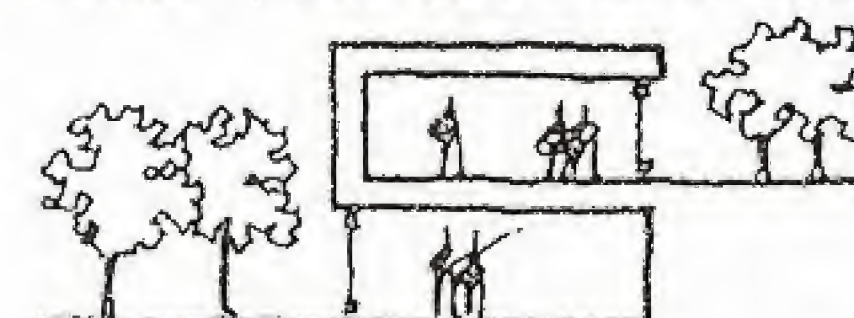
INTIMATE SUMMER SCALE • WINTER OPEN



SUMMER OPAQUE • WINTER OPEN



INTERIOR LANDSCAPING



LANDSCAPE ALL SPACE LEVELS



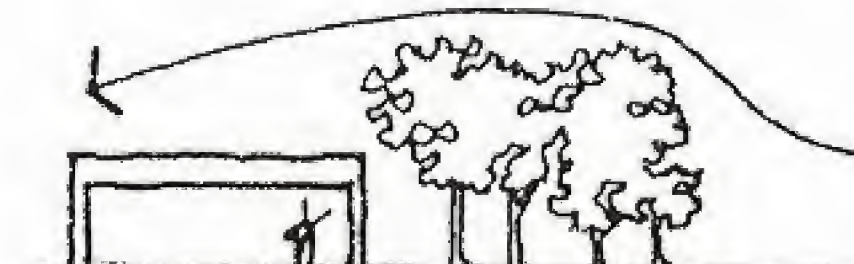
STEPPED GARDEN



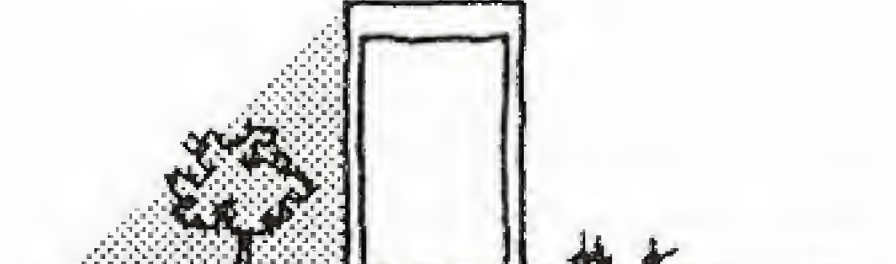
LANDSCAPING AS SCALE TRANSITION



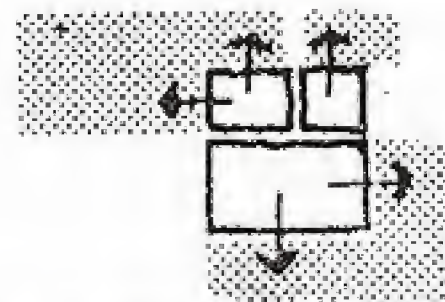
SUN PROTECTION



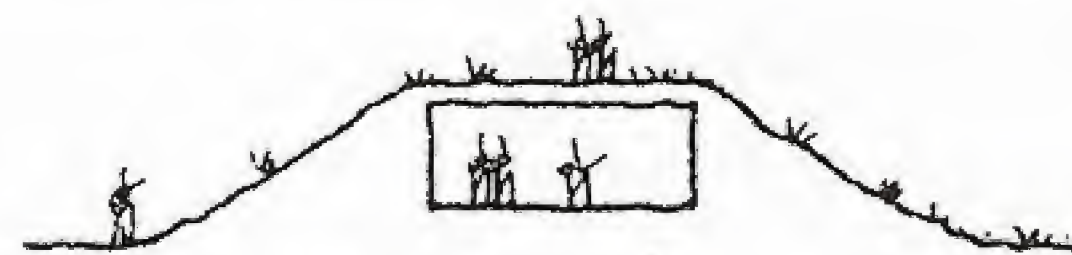
WIND PROTECTION



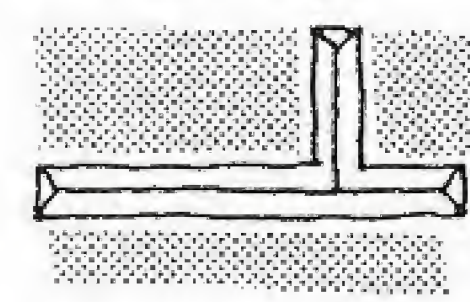
DONT SHADE LANDSCAPED AREAS



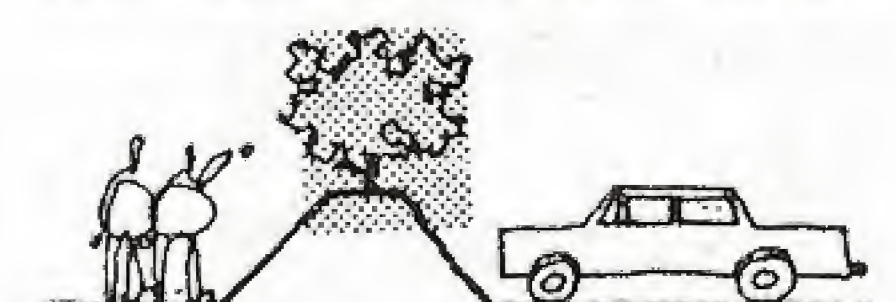
LANDSCAPE AREAS FOR SPACES



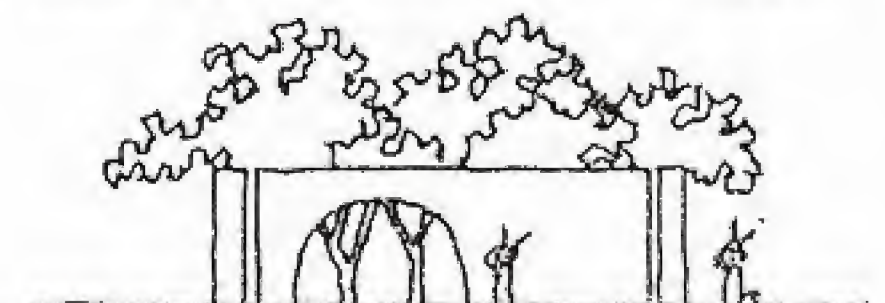
BERM & LANDSCAPE FOR "NON-BUILDING"



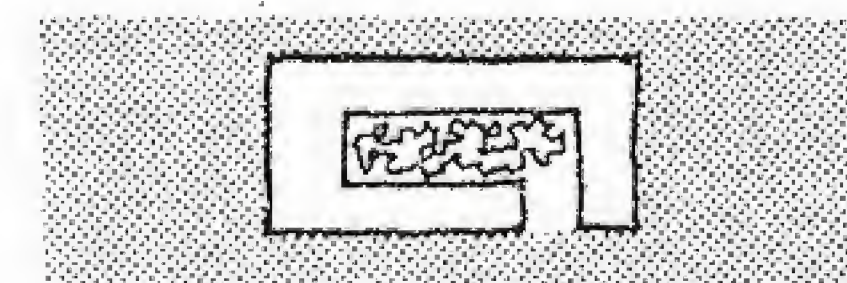
BERM FOR SITE USE ZONES



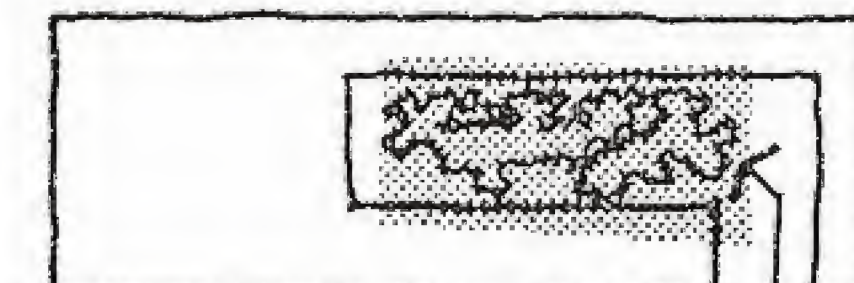
BERM FOR ACTIVITY SEPARATION



LANDSCAPING AS INVITATION DEVICE



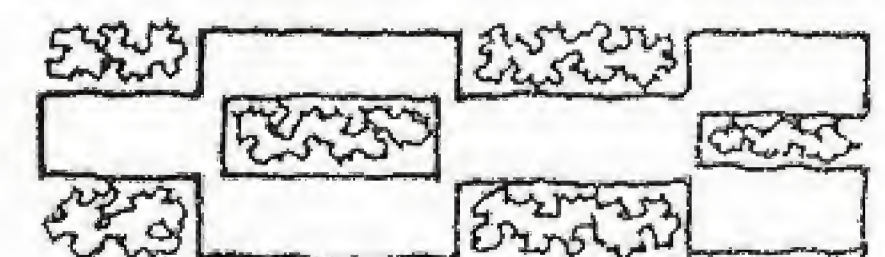
LANDSCAPE ONLY CONTROLLED AREA  
LEAVE REST NATURAL



"GREEN CELEBRATION" AT ENTRY



TREES SHOULDN'T OBSTRUCT VIEW  
TO IMPORTANT BUILDING ELEMENTS



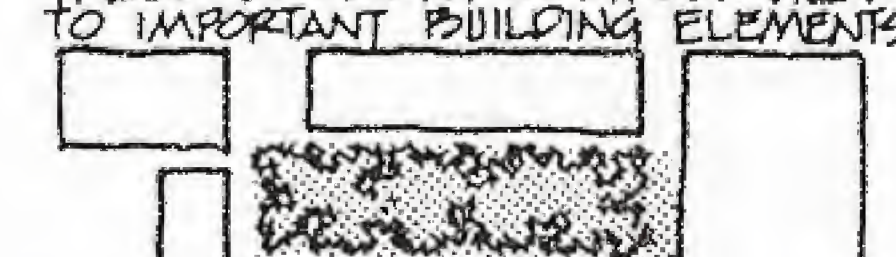
MODULAR LANDSCAPING FOR  
MODULAR BUILDING



RELATE LANDSCAPING TO  
BUILDING GEOMETRY

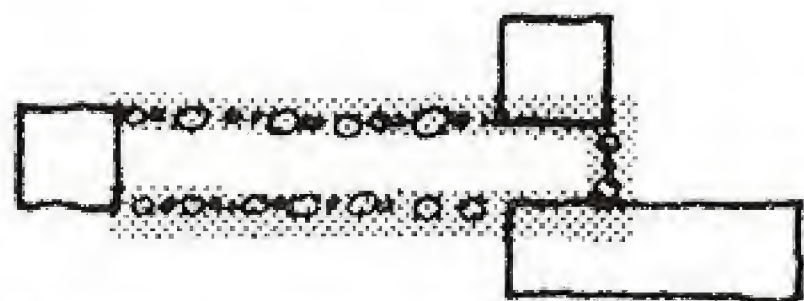


CONTRAST LANDSCAPING WITH  
BUILDING GEOMETRY

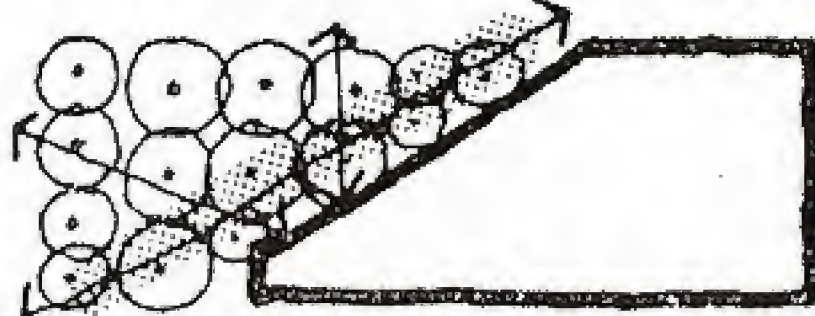


LANDSCAPING AS FOCUS TO  
UNIFY BUILDING COMPLEX

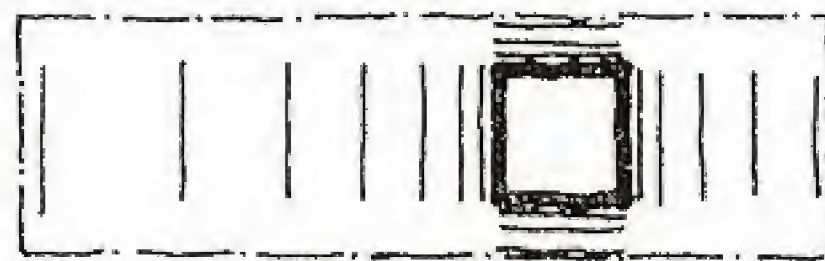




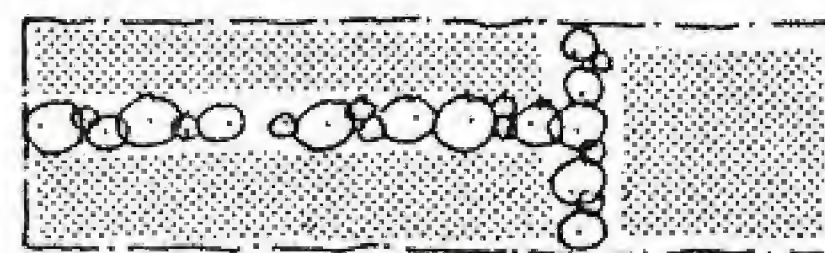
REINFORCE BUILDING SITE GEOMETRY



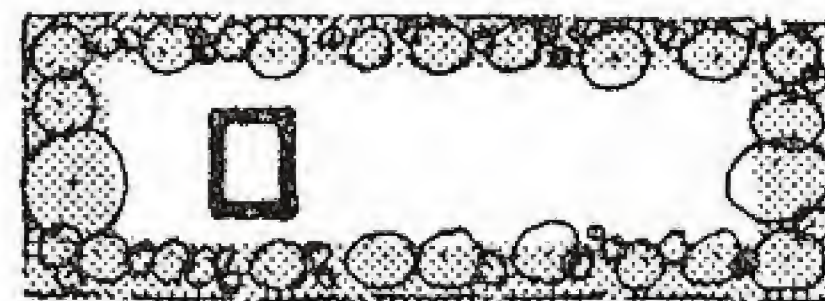
DEFINE PASSAGE • ALLOW MULTI-DIRECTIONAL TRAFFIC BENEATH



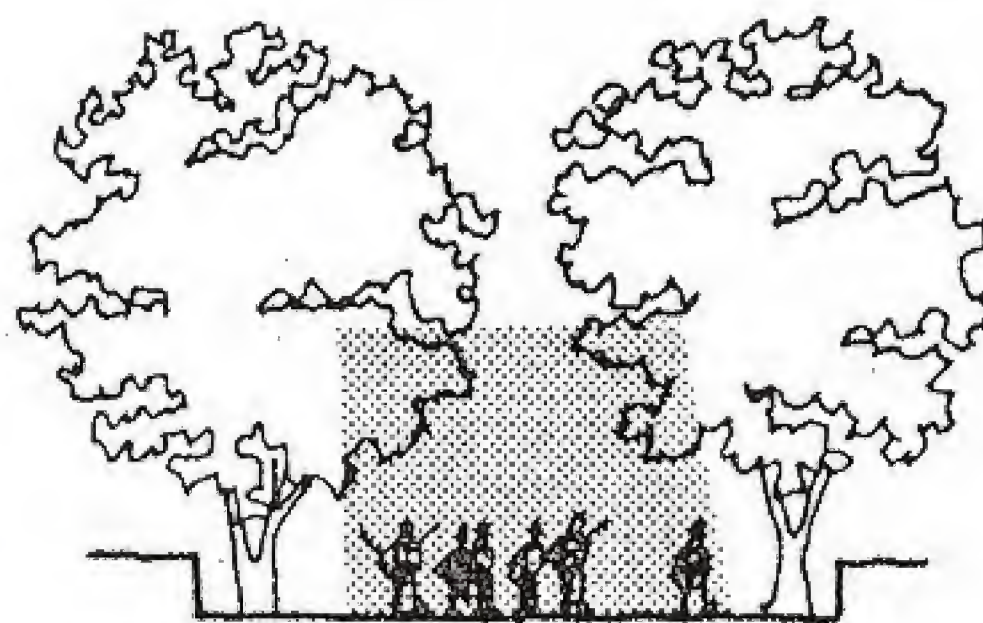
FEATHER MAN-MADE INTO NATURAL



DIVIDE SITE INTO USE ZONES



LANDSCAPE "WALL" AROUND BUILDING



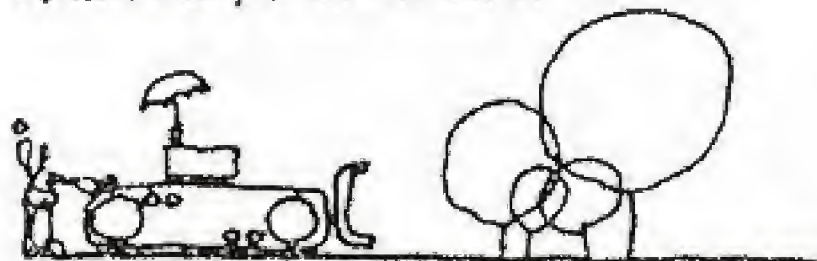
FORM EXTERIOR ACTIVITY AREAS



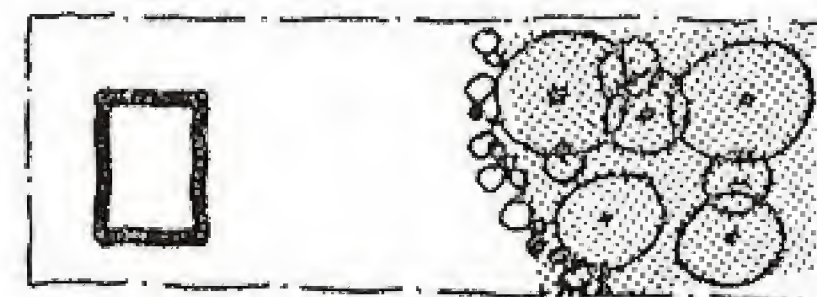
USE TO FORM ENTRY CANOPY



CLEAR DEFINITION BETWEEN NATURAL & MAN MADE



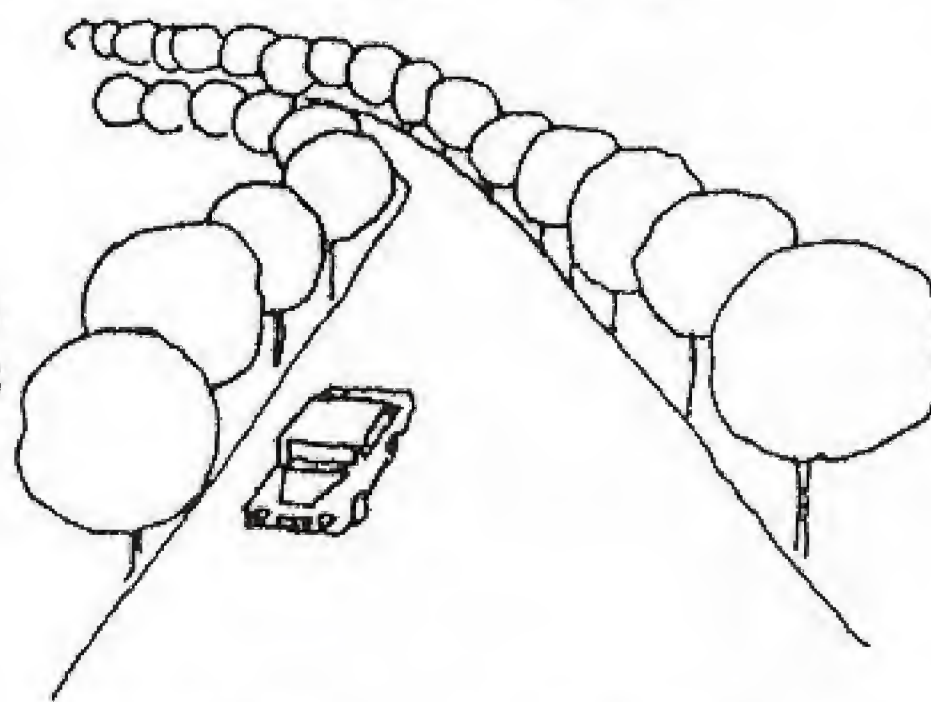
REMOVE EXISTING & RELANDSCAPE



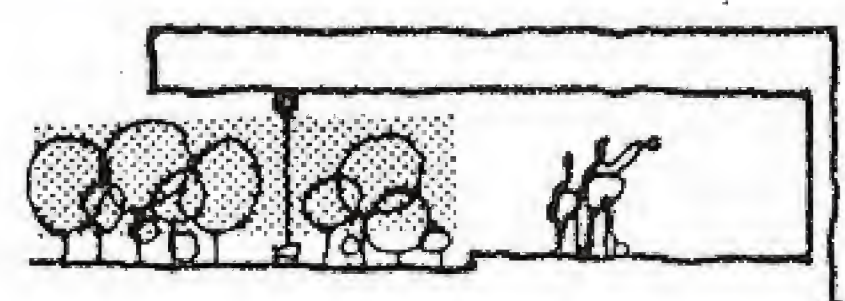
PLANT IN UGLY SITE AREAS



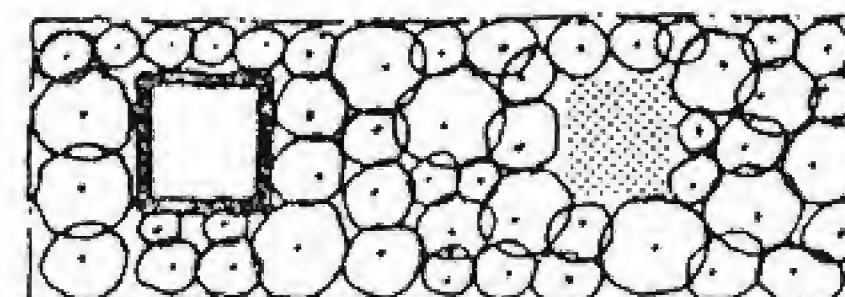
USE AS NOISE BUFFER



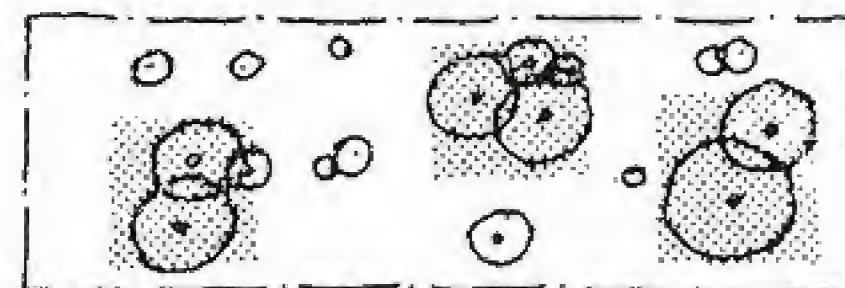
REINFORCE DRIVES & ROADS



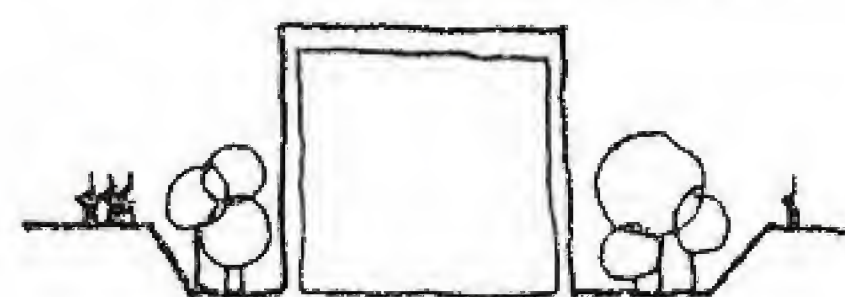
BRING LANDSCAPING INSIDE



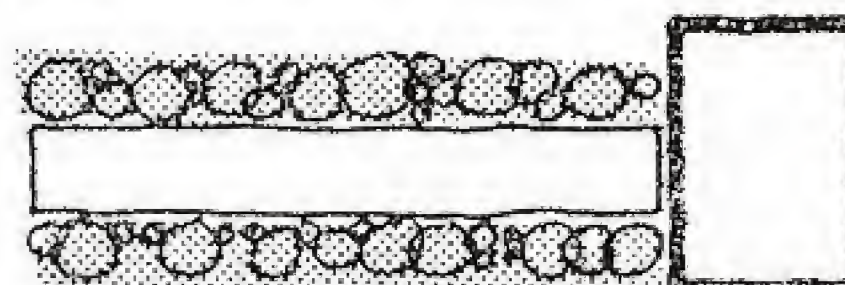
LEAVE "PATCH OF NATURAL" ON SITE



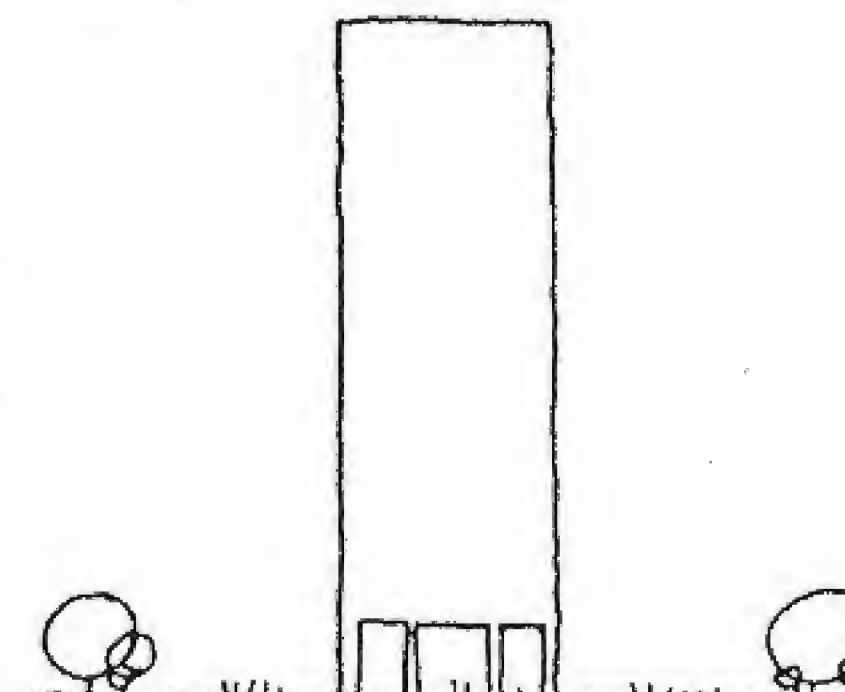
SAVE SOME • REMOVE OTHERS



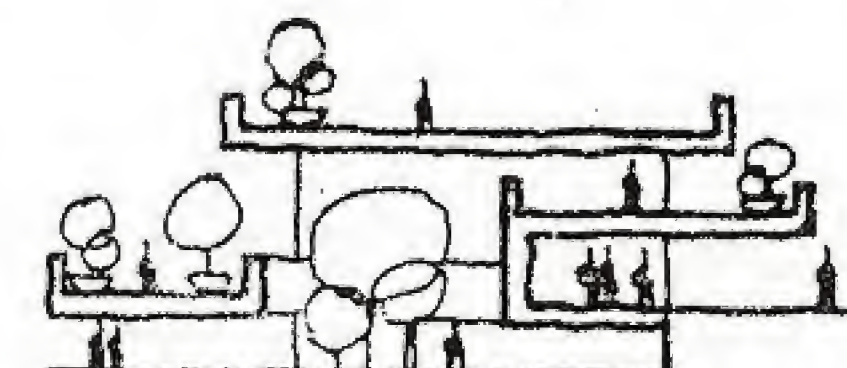
CREATE LANDSCAPED MOATS



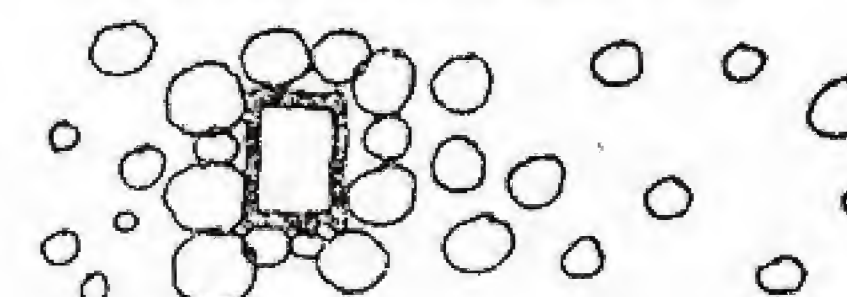
REINFORCE WALKS



HOLD PLANTS AWAY FROM BUILDING FOR CLEAR BUILDING TO GROUND TRANSITION AT BASE.



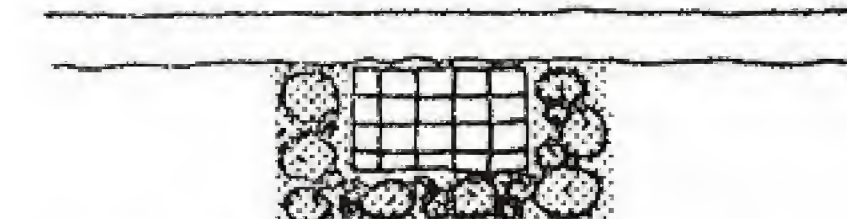
DECK & ROOF LANDSCAPING



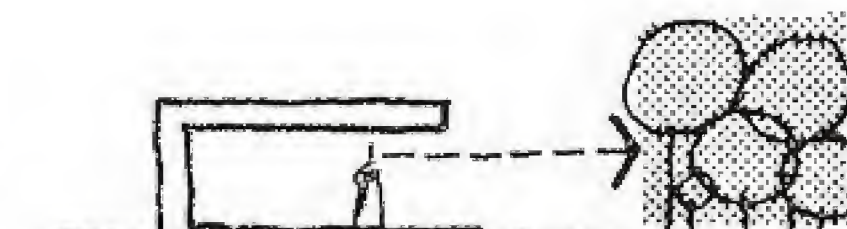
WITH BUILDING AS FOCUS, MAKE TRANSITION FROM NATURAL TO MAN-MADE



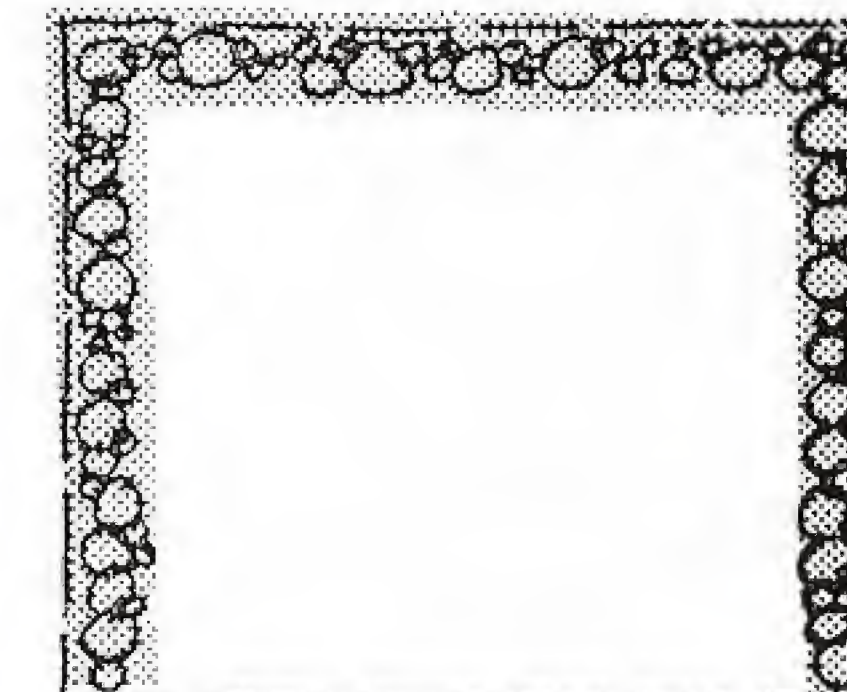
PLANT NEXT TO BUILDING WHERE THERE ARE CONSTRUCTION "SCARS"



DEFINE SITE USE AREAS



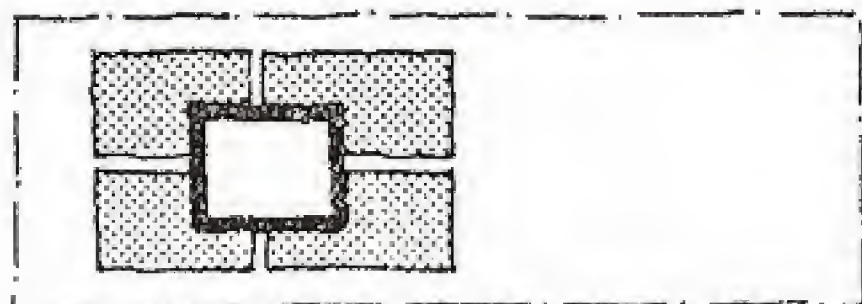
USE AS VISUAL SCREEN



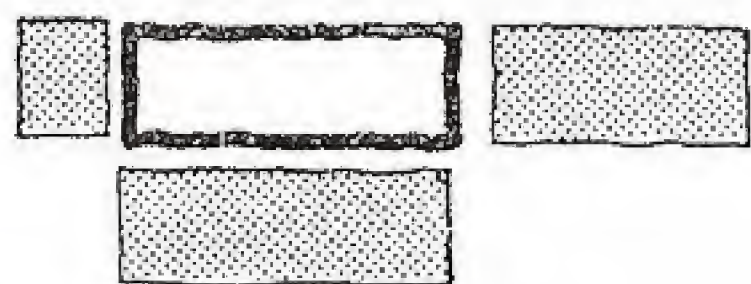
DEFINE SITE LIMITS



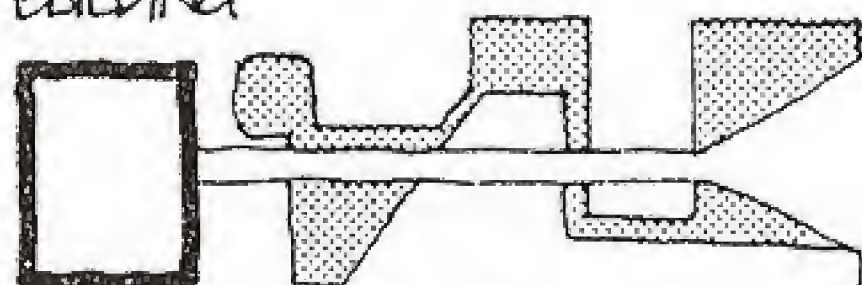
# Landscaping with Water



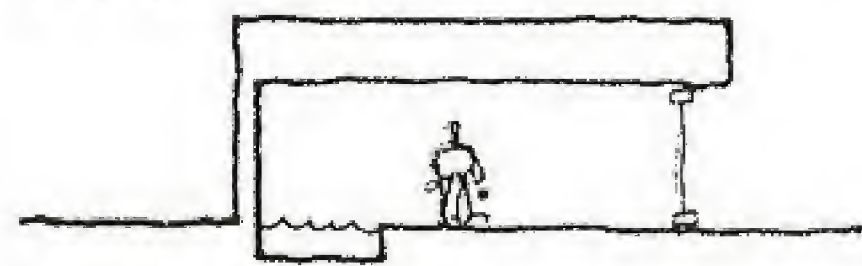
CREATE MOAT AROUND BUILDING



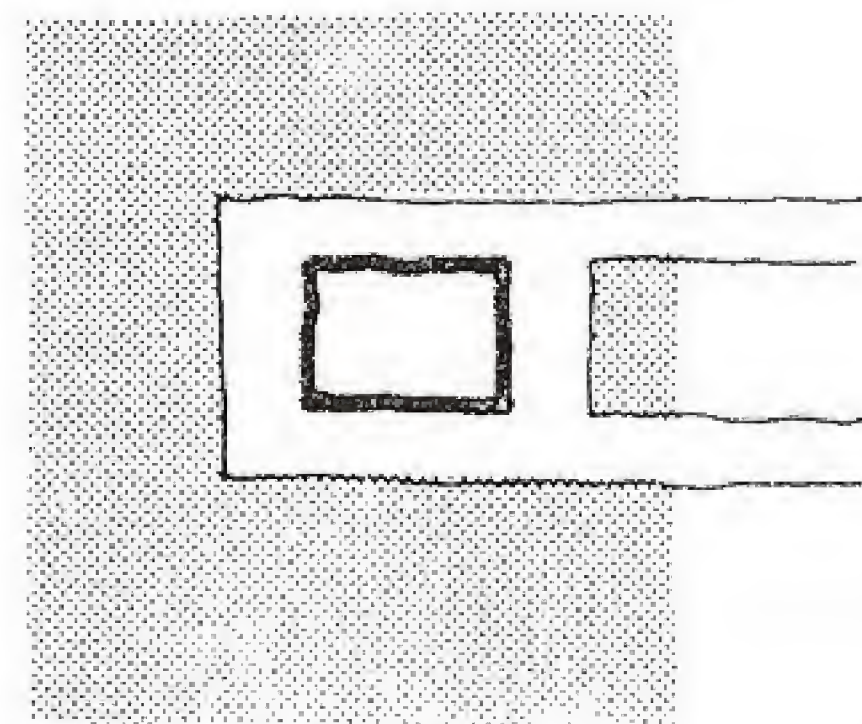
WATER GEOMETRY SAME AS BUILDING



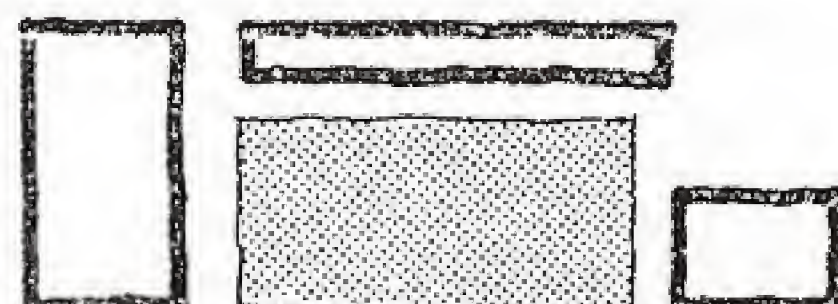
RAMBLING WATER THAT INTERSECTS PATHS



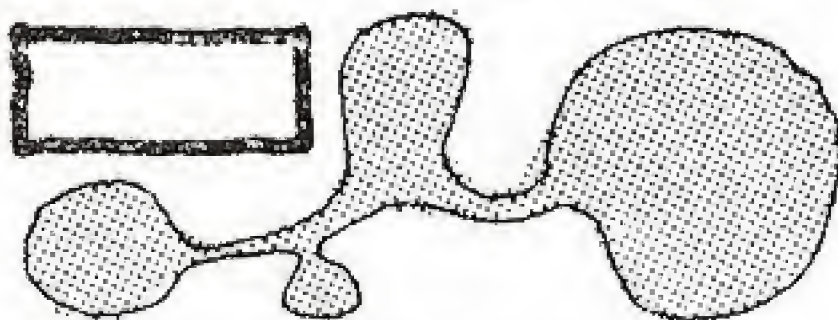
INTERIOR WATER



BUILDING ON AN ISLAND



WATER AS UNIFYING FOCUS



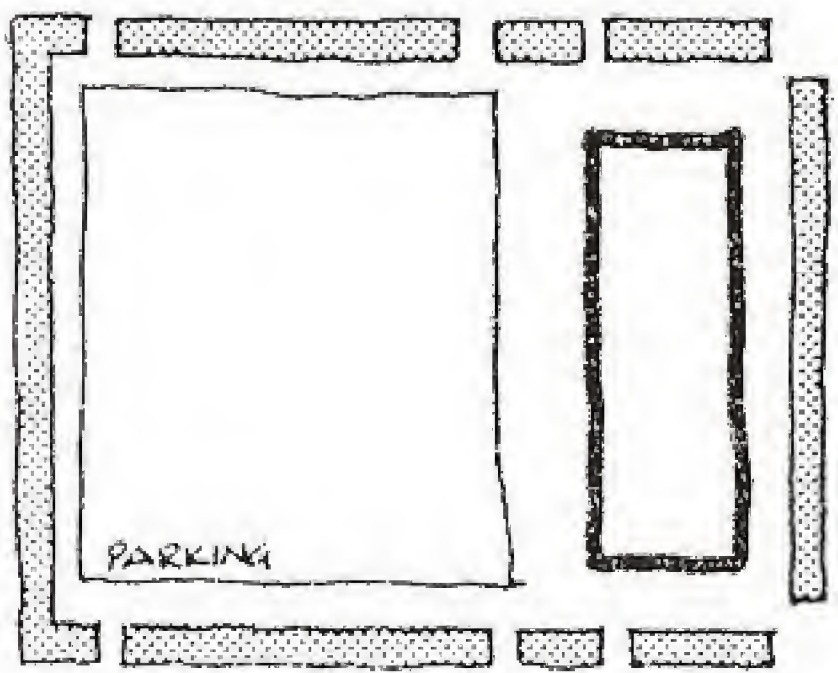
CONTRAST WATER GEOMETRY WITH BUILDING



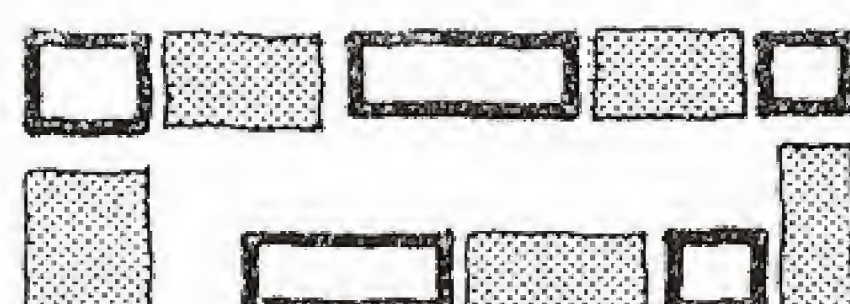
WATER GEOMETRY CONSISTENT WITH WALKS, ROADS & PARKING



FALLING WATER AS PART OF SITE CIRCULATION



DEFINE BOUNDARY WITH WATER



WATER TO COMPLETE COMPOSITION



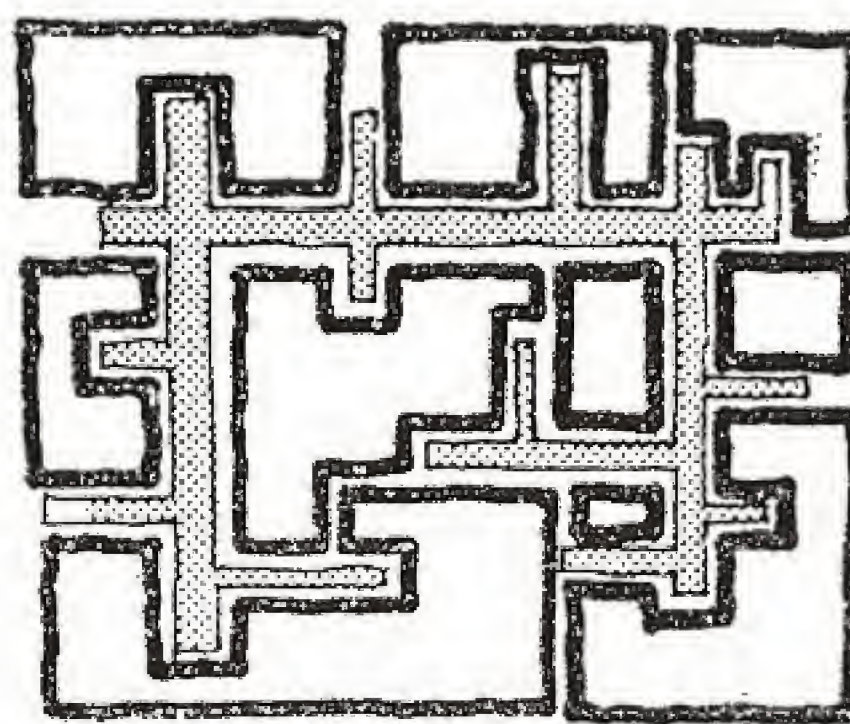
WATER IN CONTROLLED EXTERIOR AREAS



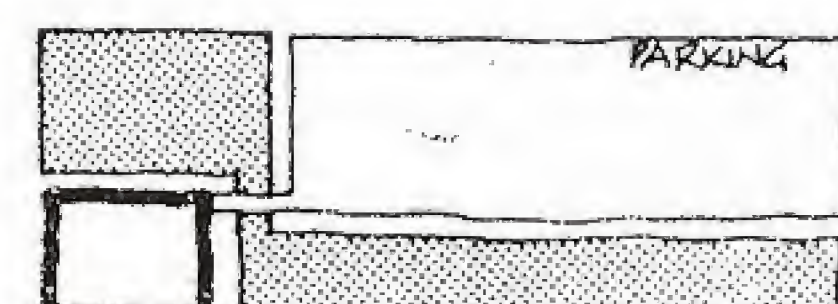
WATER GEOMETRY CONTRAST WITH WALKS, ROADS & PARKING



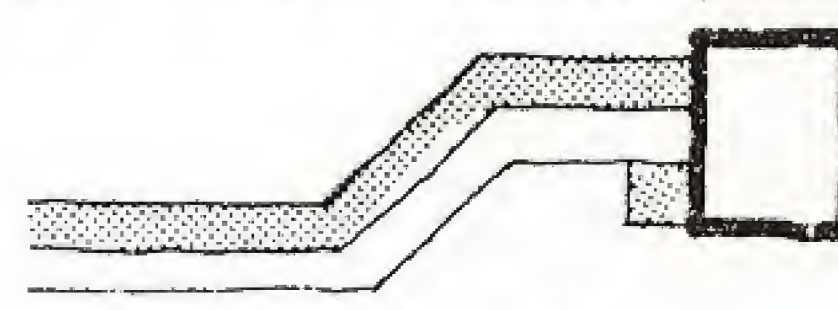
CARRY WATER INSIDE



WEAVE WATER AMONG OTHER SYSTEMS



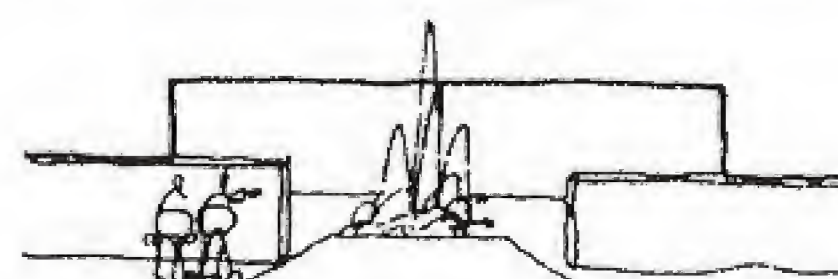
DEFINITION OF SITE USE AREAS



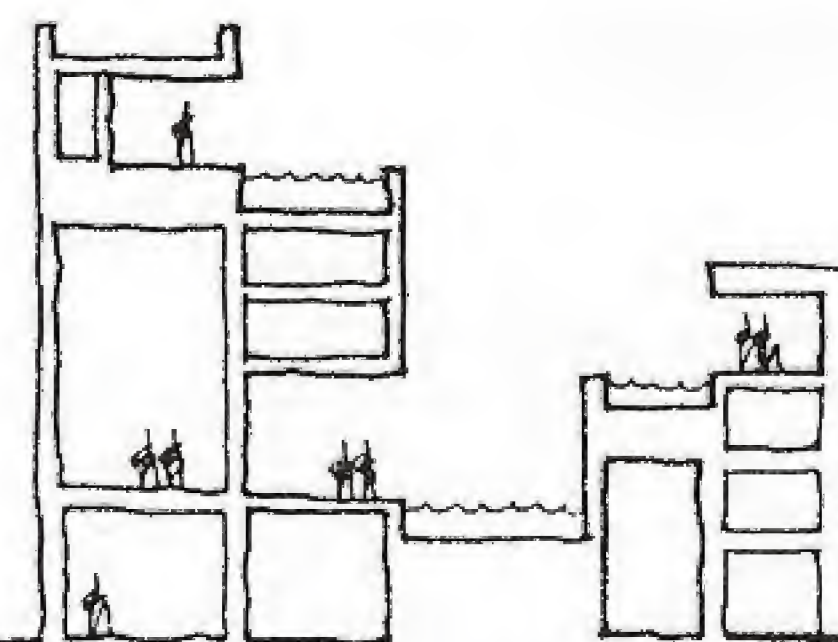
RUN WATER WITH SITE CIRCULATION



WATER AS REFLECTIVE SURFACE



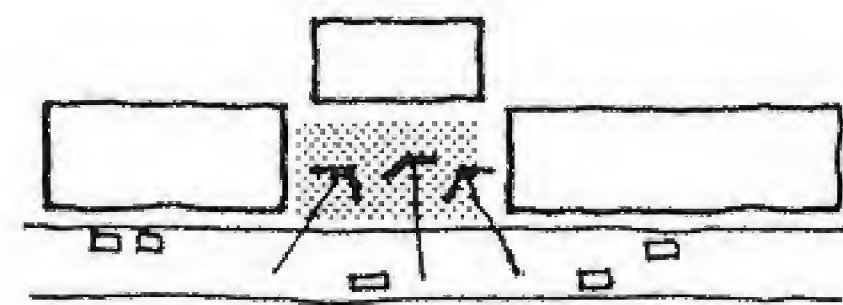
WATER AS INVITATIONAL DEVICE



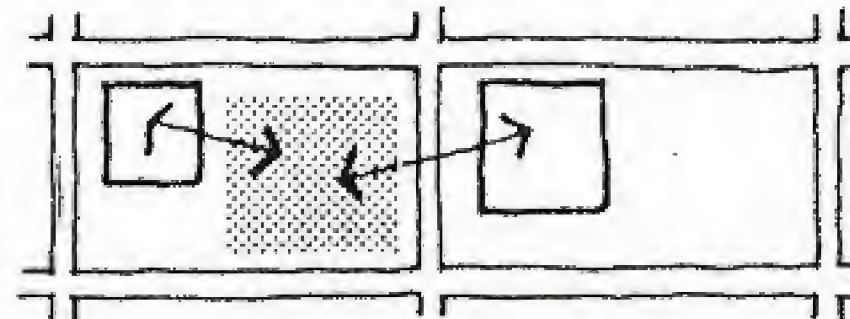
ROOFS AS WATER TRAYS



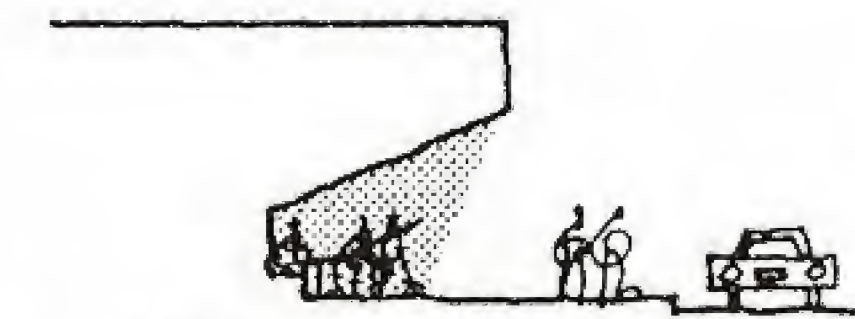
# Contribution to Neighborhood



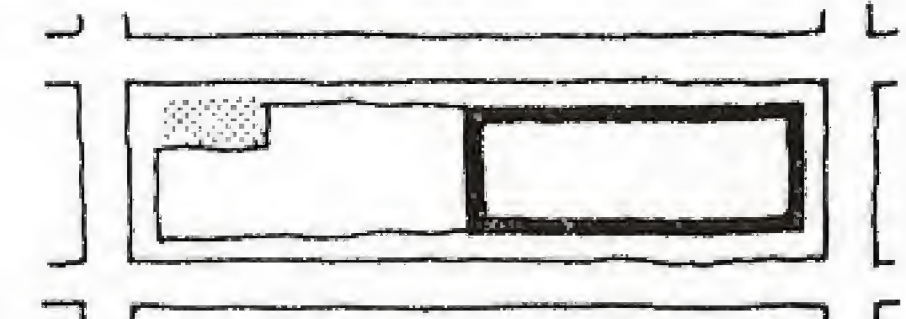
VISUAL ACCESS TO FRONT COURT  
FROM ROAD



USE OF PARKING LOT BY  
ADJACENT PROPERTY



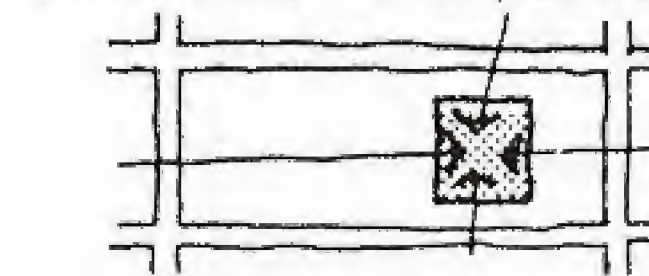
SHADED SEATING OFF SIDEWALK



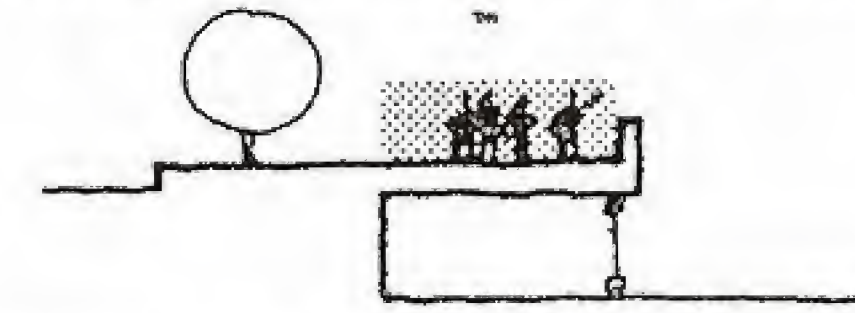
PROVIDE SEATING OFF WALK



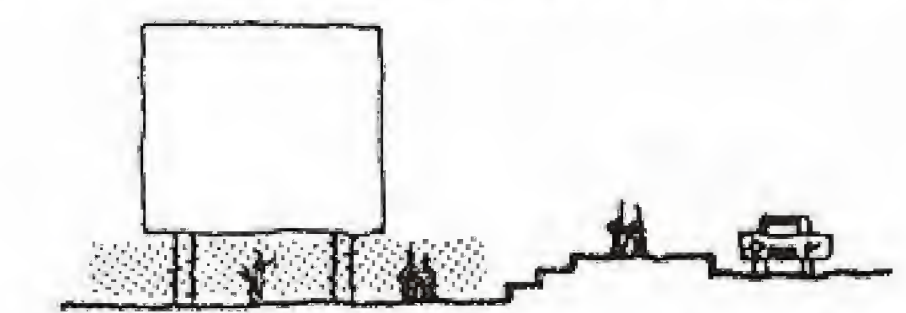
USE OF SITE GROUNDS AFTER HOURS



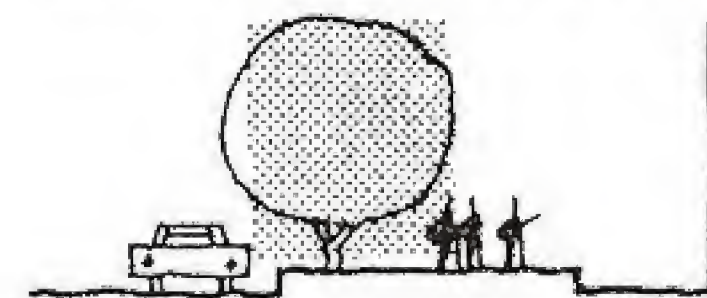
USE OF BUILDING AS  
NEIGHBORHOOD FACILITY



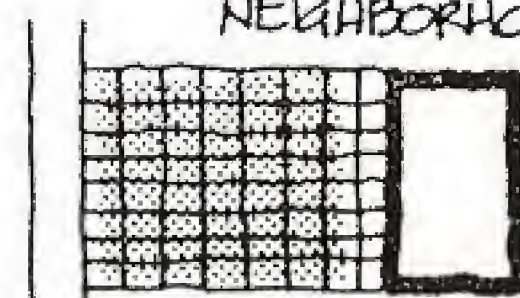
GIVE ROOF DECK TO PUBLIC WALK



PROTECTED CIRCULATION UNDER



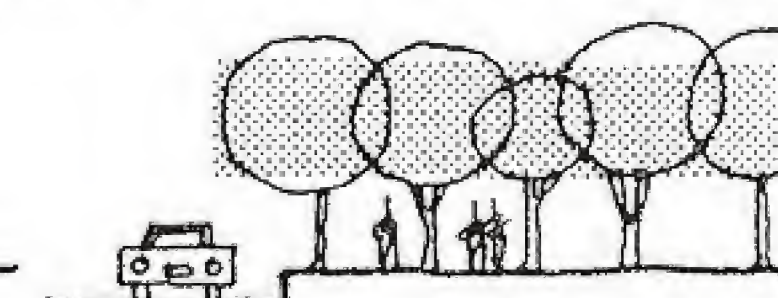
PLANT BETWEEN STREET  
AND WALK



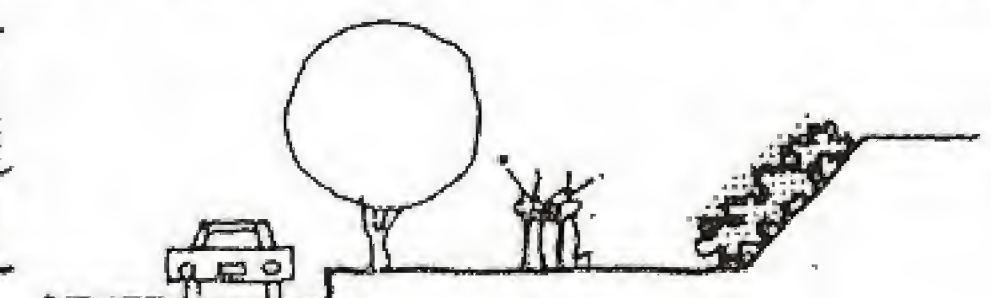
EXTEND PAVING TO  
PUBLIC WALK



WATER NEXT TO  
WALK



GROVE OVER WALK

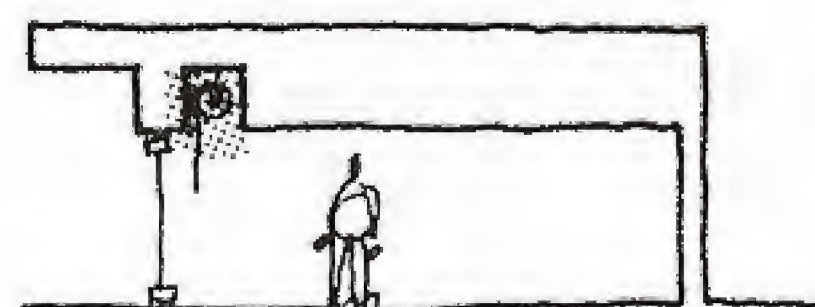


LANDSCAPED BANK

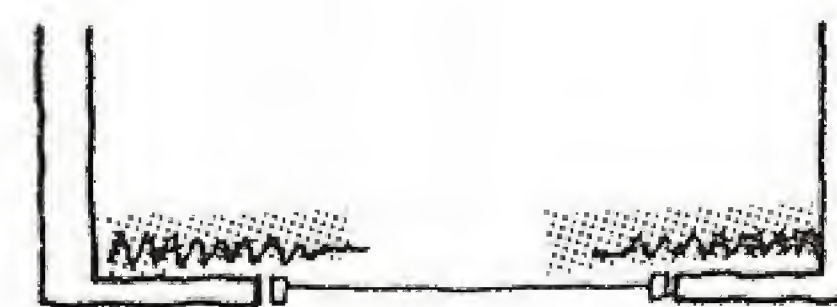
## Sunlight



OPERABLE FINS INSIDE GLASS  
(HORIZONTAL)



SHADE

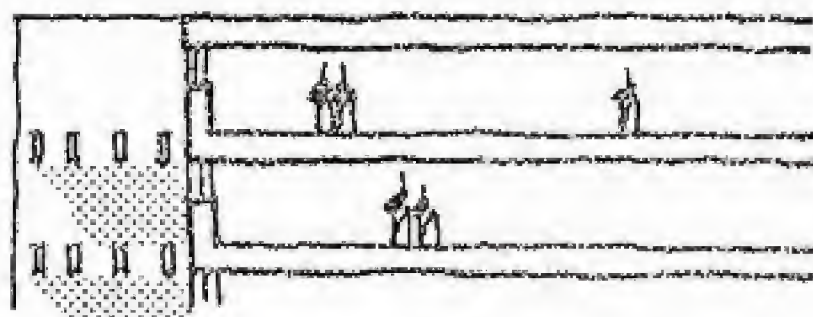


CURTAINS

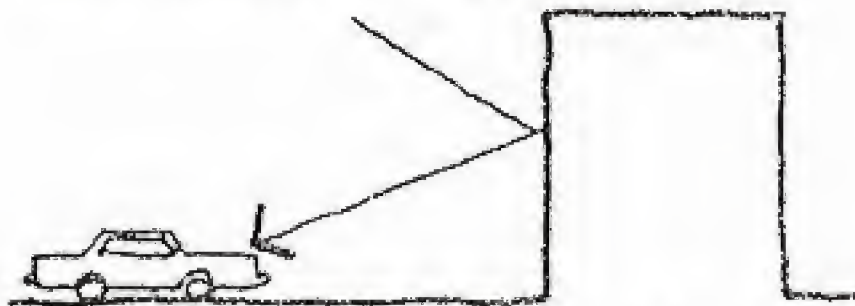


OPERABLE FINS INSIDE GLASS  
(VERTICAL)

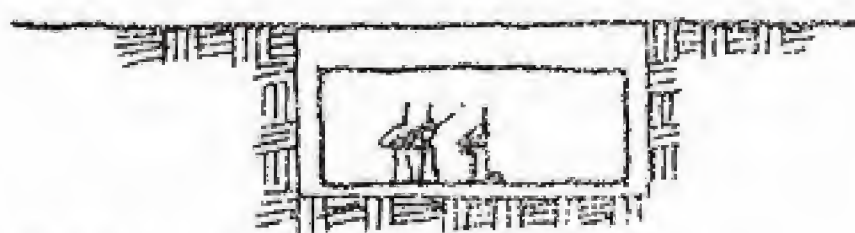




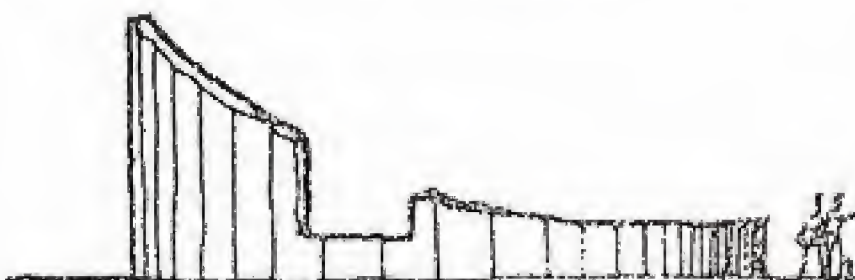
CONTINUOUS FIN & RAMADA



AVOID TRAFFIC HAZARDS WITH REFLECTIONS



EARTH AS INSULATION



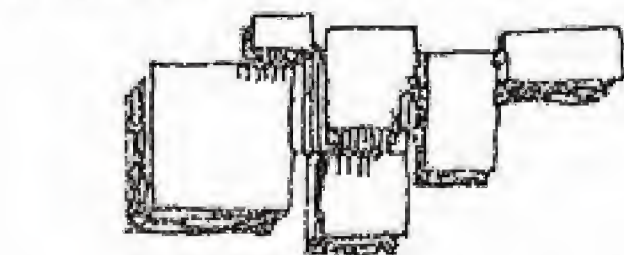
TAILOR SCREEN WALL TO SUN'S PATH & FOR SUN ACCESS



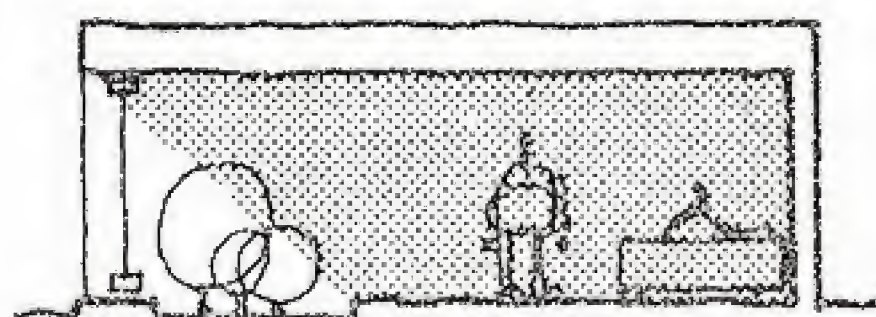
SMALL EXTERIOR SPACES FOR EASY SHADING



USE BUILDING EXTENSIONS TO PROTECT EXTERIOR USE AREAS



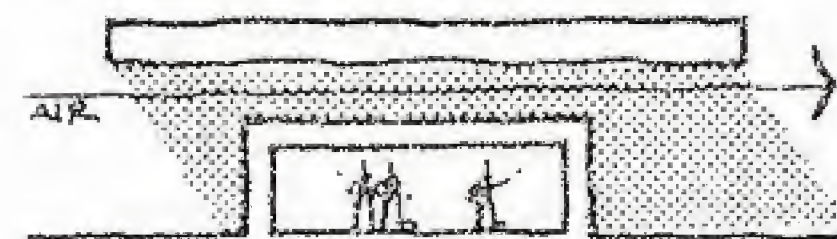
TIGHT CLUSTER WHICH CASTS SHADOWS ON ITSELF



ZONE ACTIVITIES AWAY FROM WINDOW



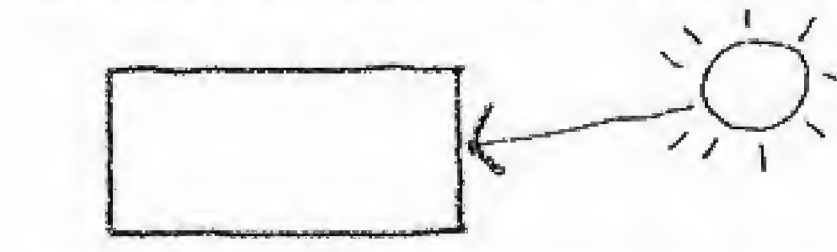
DON'T REFLECT INTO ADJACENT BUILDING



SECOND ROOF TO SHADE FIRST ROOF



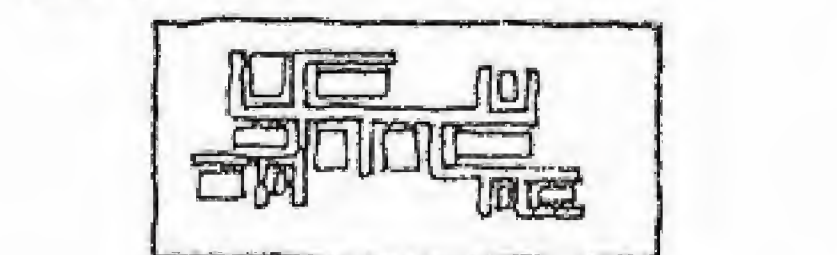
SPACE OR BUILDING CLUSTER UNDER PROTECTIVE CANOPY



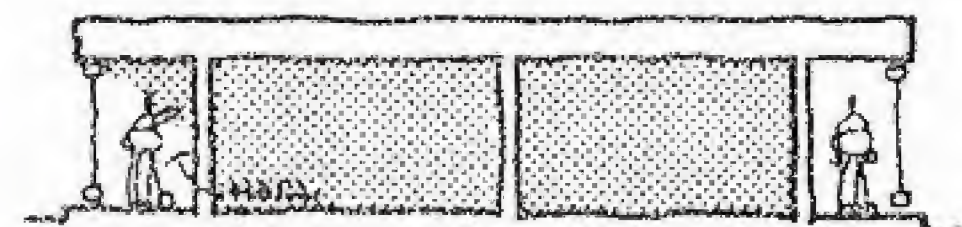
PRESENT MINIMAL SURFACE TO DIRECT SUN



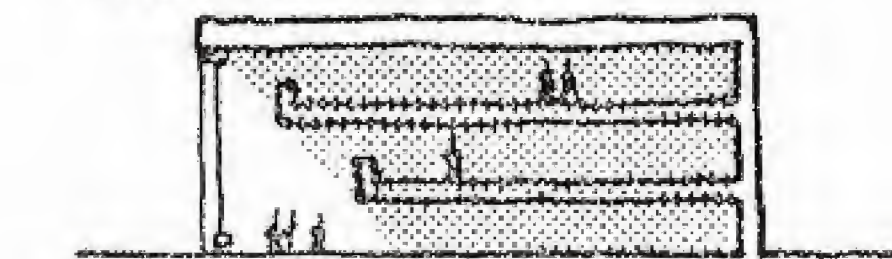
ZONE "NON-SUN" SPACES AWAY FROM SUN



COMPACT SHAPE • MINIMAL SKIN • FREE SPACES INSIDE



LOW DURATION ACTIVITIES AGAINST WINDOW



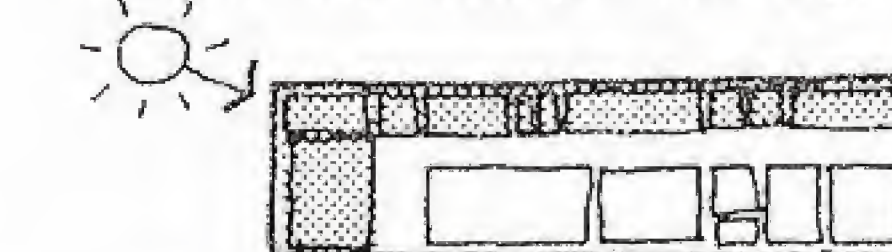
STEP FLOORS INSIDE TO AVOID DIRECT SUN



BUILDING FORM THAT PERMITS SUN ACCESS AT SPECIFIC TIME



HOLES IN SHADING WALLS TO ALLOW SUN WHERE DESIRED



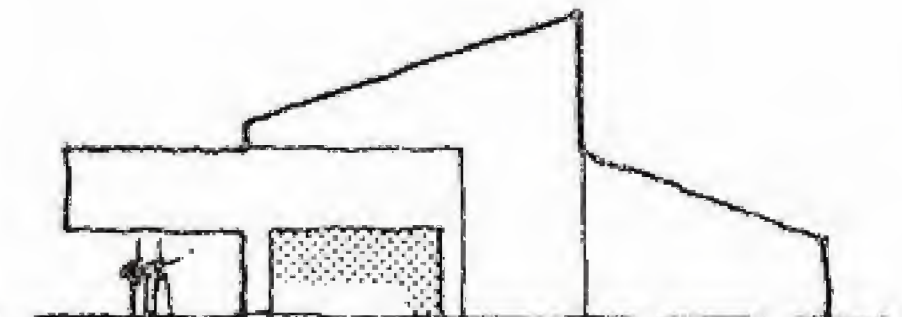
USE LOW OCCUPANCY SPACES AS INSULATION



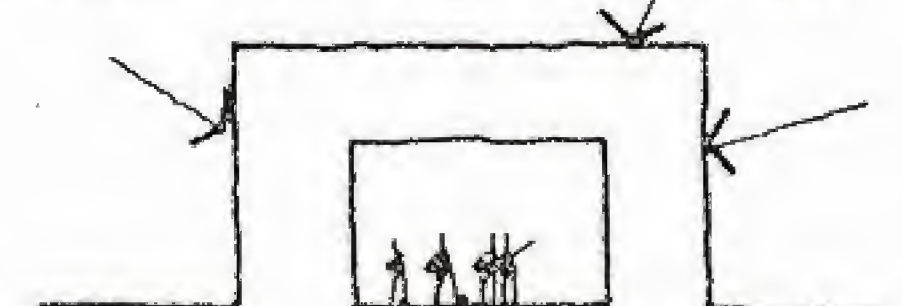
BURY NON-SUN SPACES WITHIN BUILDING



TREES AS SUN PROTECTION



SHADE AS ENTRY INVITATION



THICK WALLS & ROOF TO DELAY HEAT TRANSMISSION



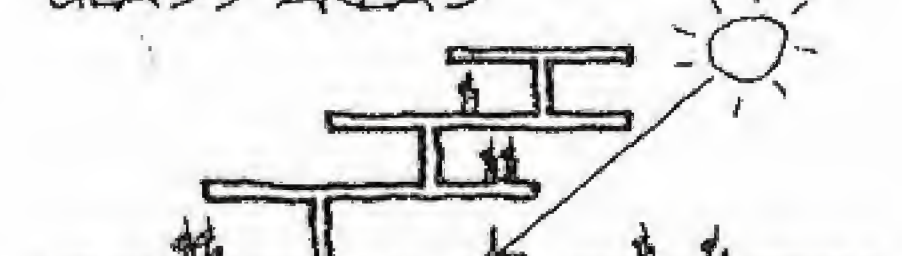
DETACHED WALL AS SCREEN



CREATE OASES AS RELIEF



USE BUILDING FORM TO PROTECT GLASS AREAS

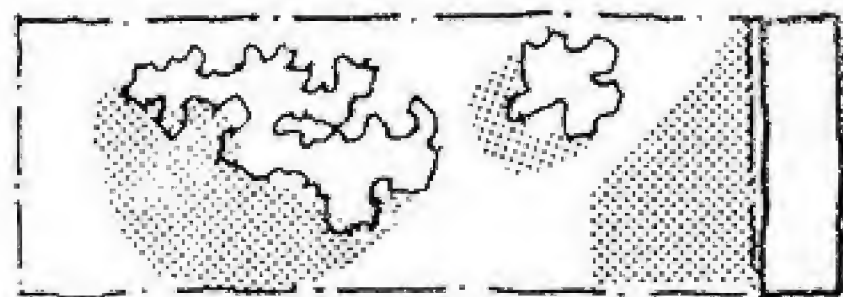


BUILDING FORM PARALLEL TO SUN RAYS



AVOID GLARE OF SUN REFLECTION

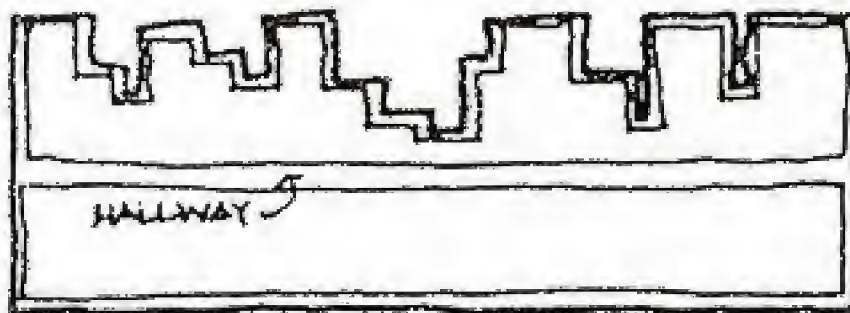




USE EXISTING SHADOW PATTERNS



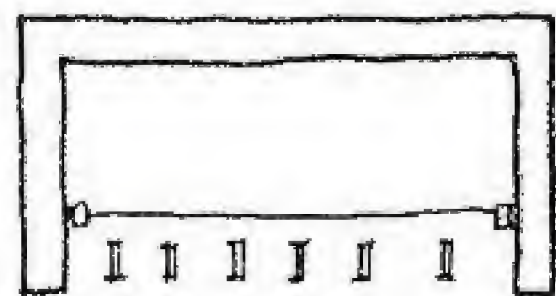
USE WATER FOR RELIEF



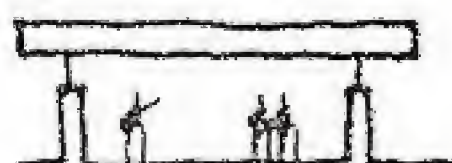
OPEN FACES TO ACCEPT SUN •  
ARTICULATED TO SHADE SUN



SMALL OPENINGS



FIXED VERTICAL FINS



HIGH WINDOWS



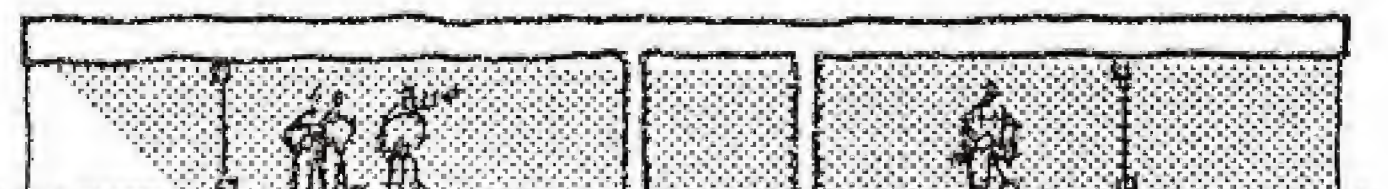
ROOF OVERHANG



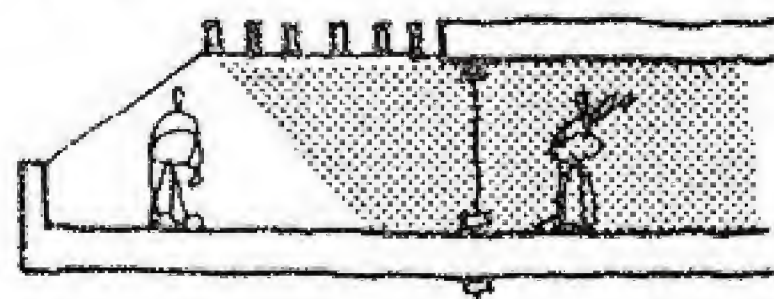
DETACHED CANOPY



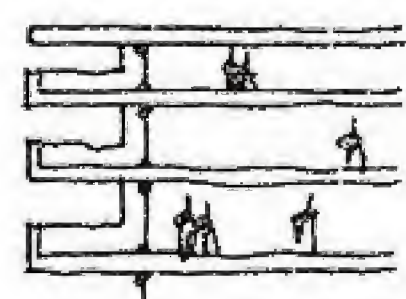
RAMADA AS ROOF  
EXTENSION



RECESSED WINDOWS



BALCONY AND RAMADA



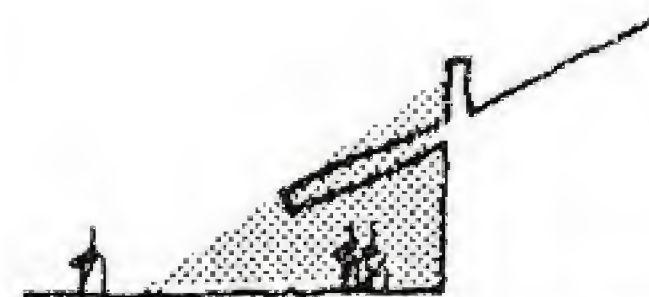
BALCONIES AS PROTECTION



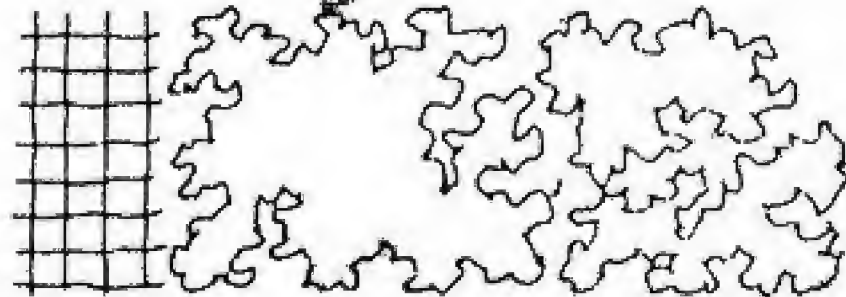
PROTECTIVE WINDOW FORMS



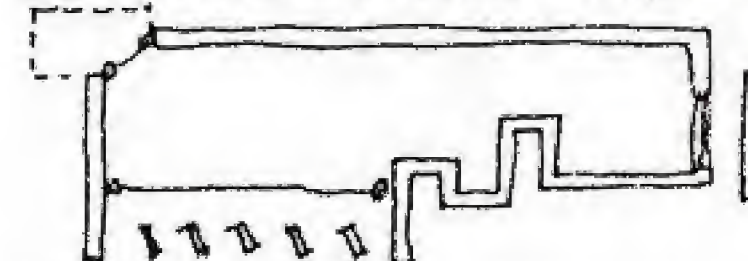
SIT PROTECTIVE DEVICE ON  
FLOOR EXTENSIONS



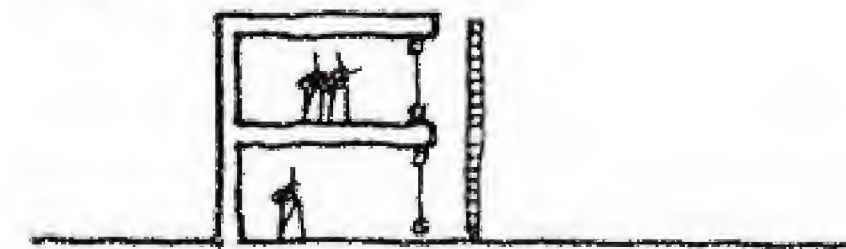
LAND FORMS AS PROTECTION



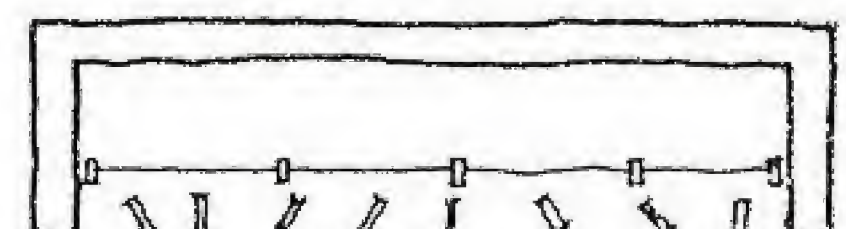
MINIMUM HEAT • BUILDING PAVED  
SURFACES • MAXIMUM GREENERY



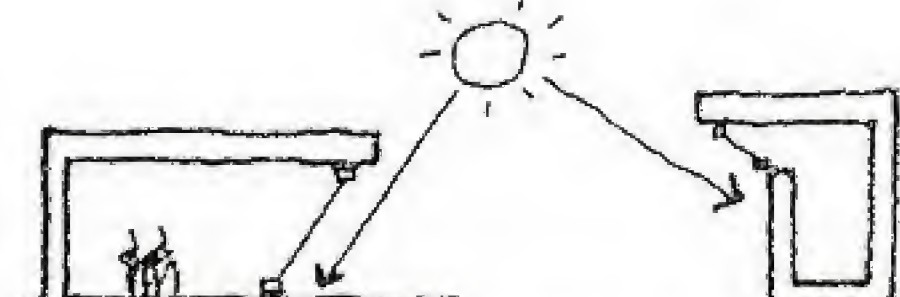
USE OF VARIOUS DEVICES AT  
POINTS NEEDED



USE SUN SCREENS IN FRONT  
OF VULNERABLE WINDOWS



MULTIDIRECTIONAL FINS



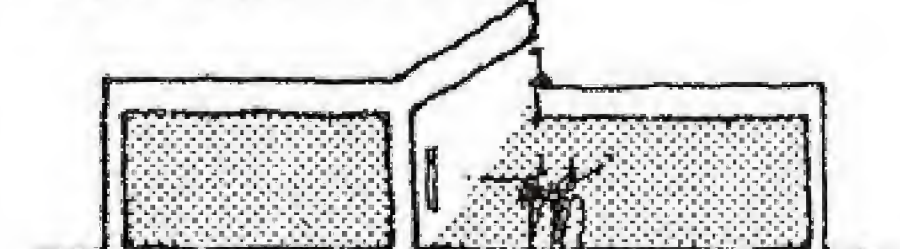
GLASS ANGLE SAME AS SUN



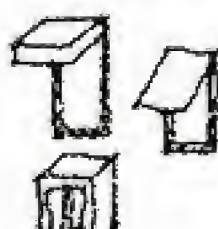
ALLOW MILD MORNING SUN •  
SHIELD FROM HARSH AFTERNOON SUN



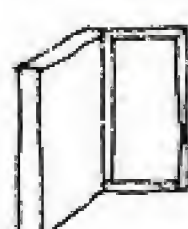
BURPLE OUT FOR MAXIMUM  
SUN EXPOSURE



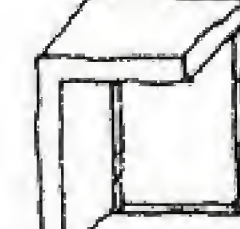
SKYLIGHT FOR SUN ON  
"BURIED" BACK WALL



CANOPY



WING WALL



WALL & CANOPY



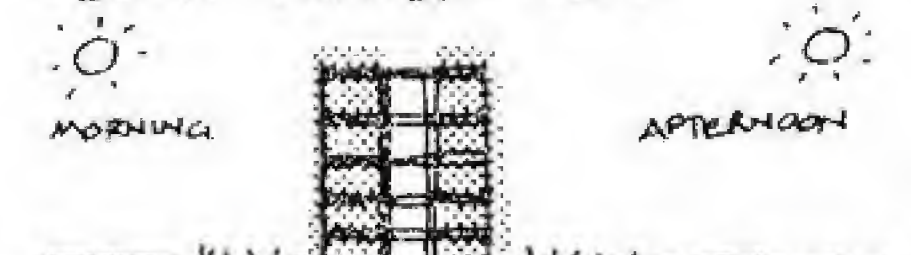
AWNING



BALCONY  
FORM



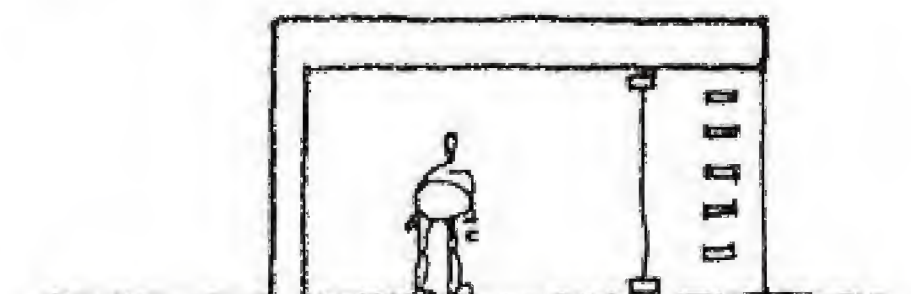
PROTECT FROM SUMMER SUN •  
ALLOW WINTER SUN



DIFFERENT HVAC ZONES FOR  
DIFFERENT EXPOSURES



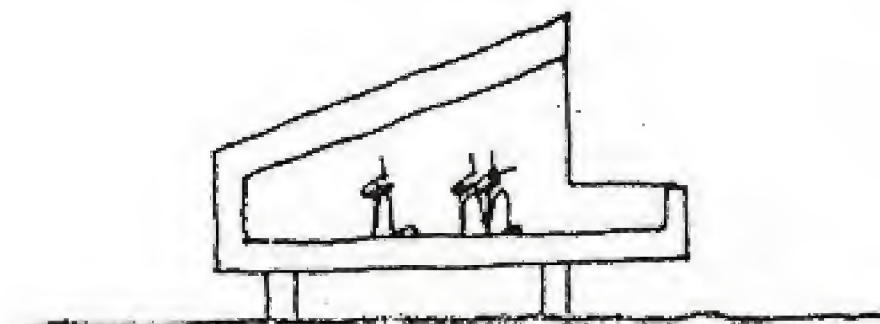
MINIMAL OPENINGS



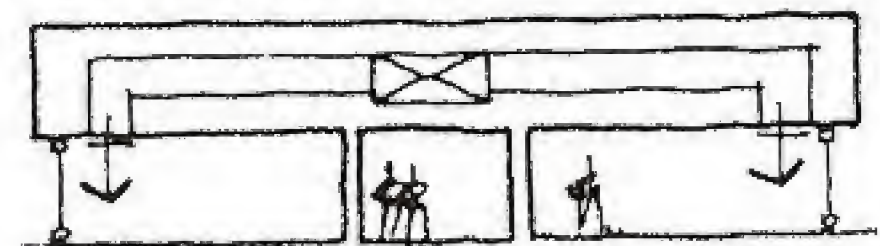
FIXED HORIZONTAL FINS



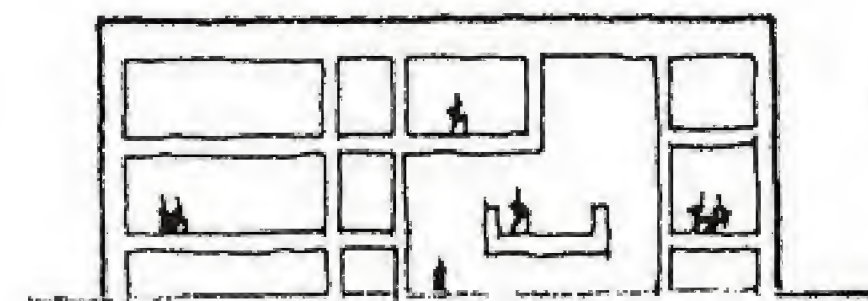
# Temperature and Humidity



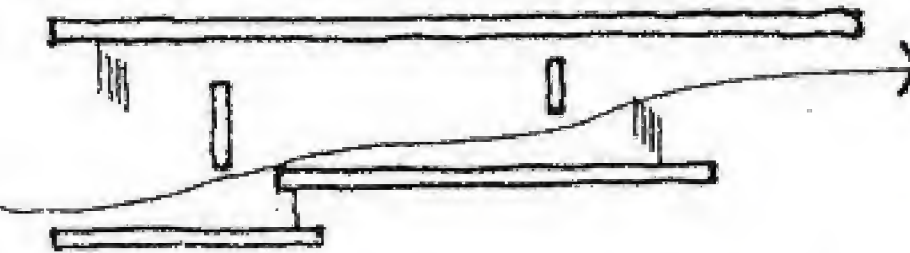
RAISE BUILDING FOR MAXIMUM DRYING & COOLING OF SURFACES



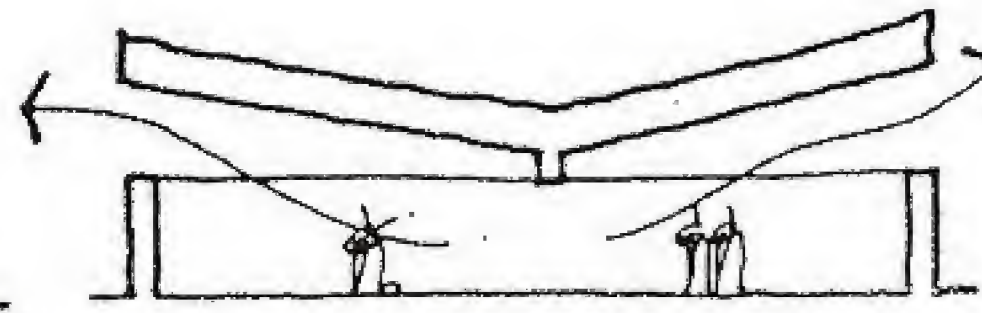
AIR REGISTERS AT WINDOWS WHERE HEAT LOSS & GAIN OCCURS



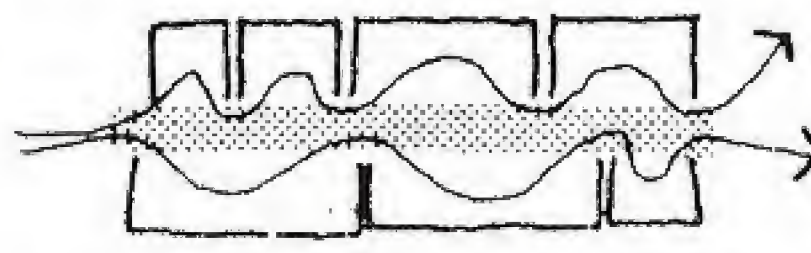
ALL SPACES WITHIN HEATED & COOLED MEGASTRUCTURE



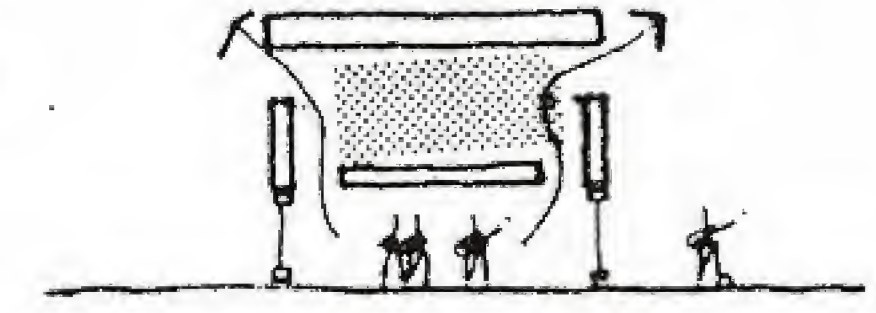
MAXIMUM OPENINGS FOR COOLING BREEZES



ALLOW HOT AIR UP AND OUT



VENTILATION FOR ALL SPACES

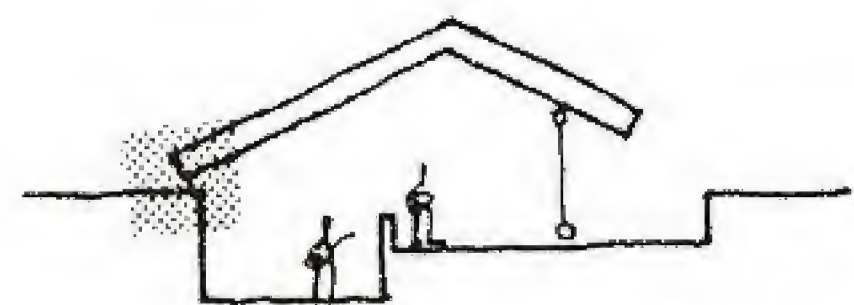


PROVIDE LOFT SPACE FOR HEAT TO COLLECT AND EXIT

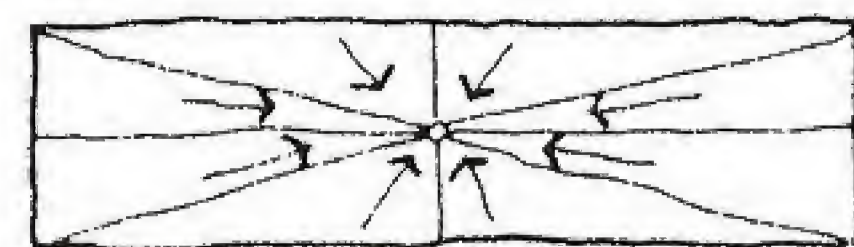


DUCT RUNS WITH HALLWAYS

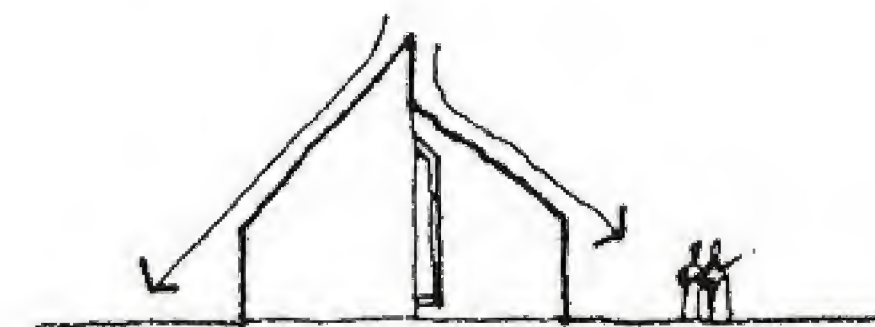
## Rainfall



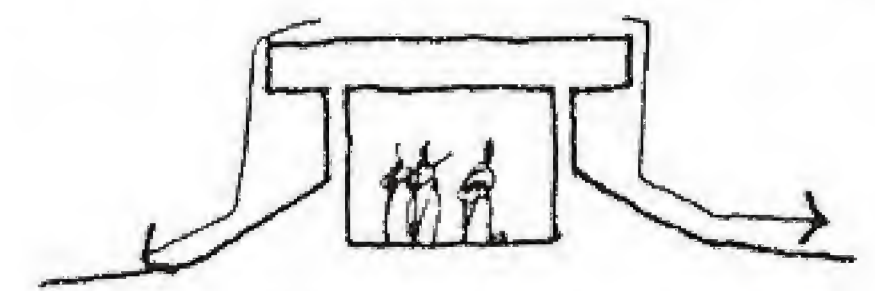
CARRY ROOF PROTECTION TO GROUND



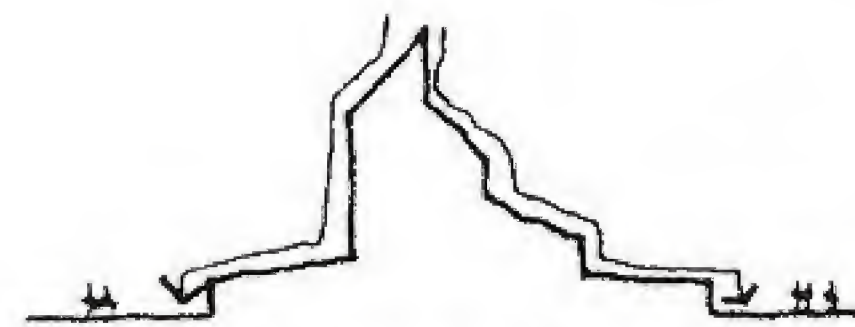
SLOPE ROOF TO DRAIN THROUGH BUILDING



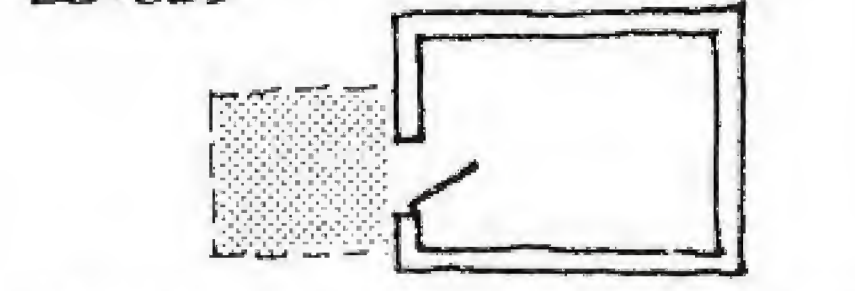
SHED ROOFS FOR FAST DRAINAGE



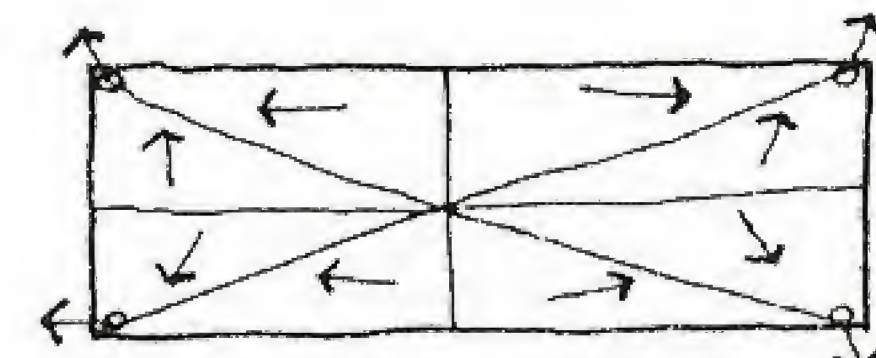
INSURE DRAINAGE AWAY FROM BUILDING



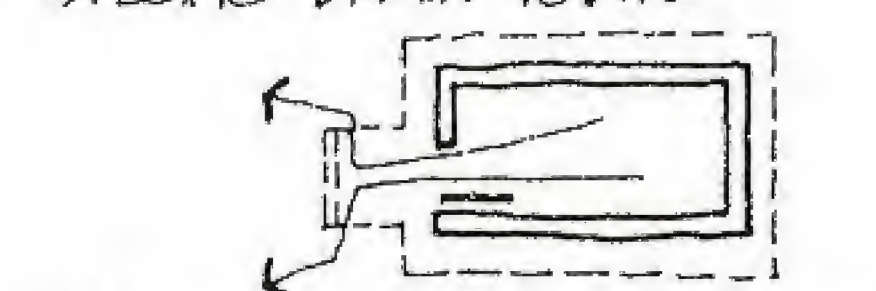
INSURE DRAINAGE OFF ALL ROOF LEVELS



PROTECT ENTRIES WITH CANOPIES

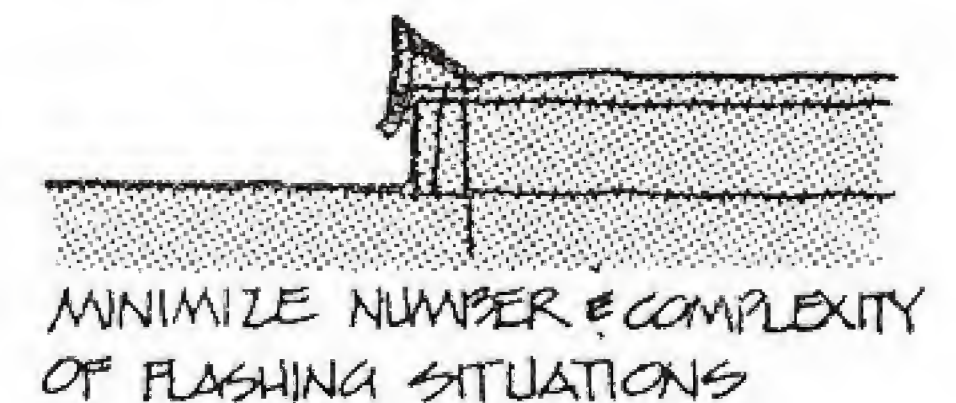
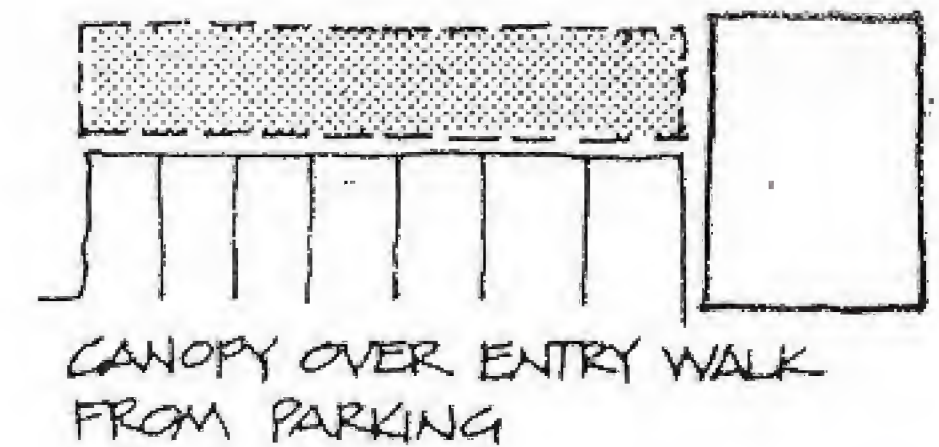
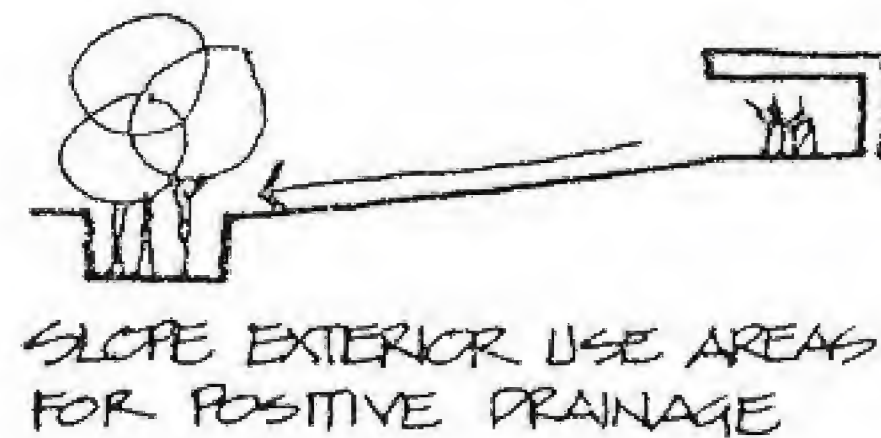
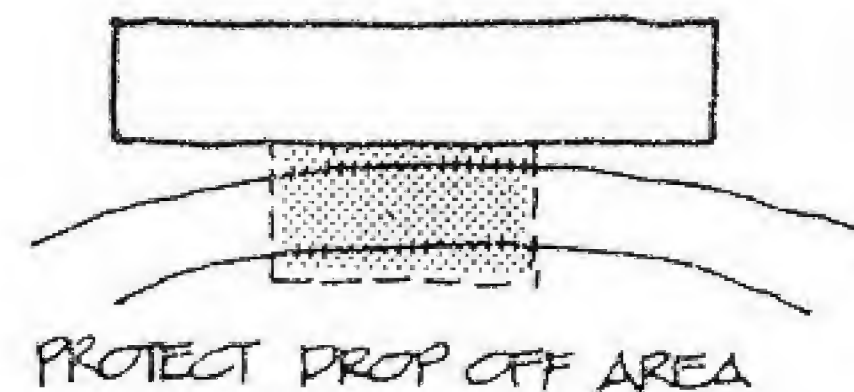
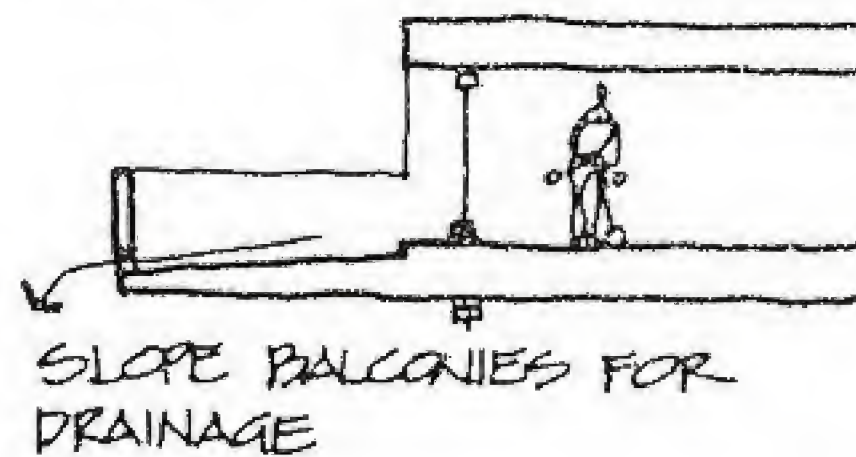
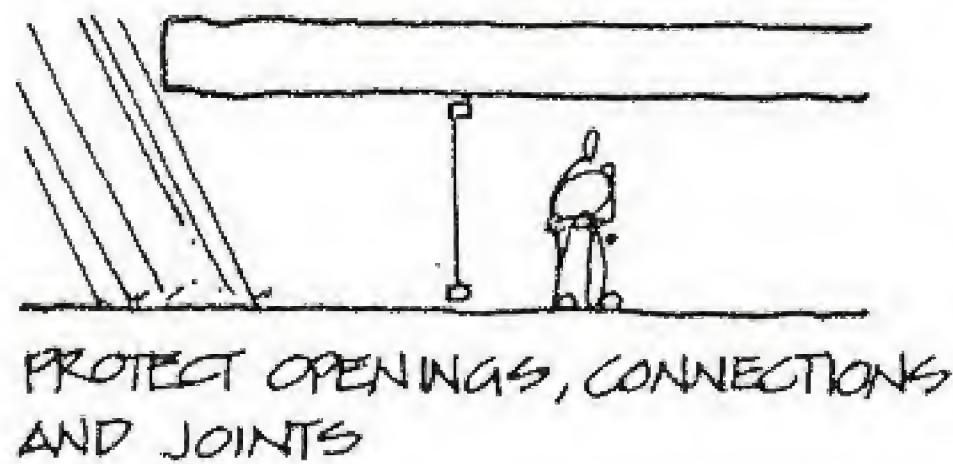
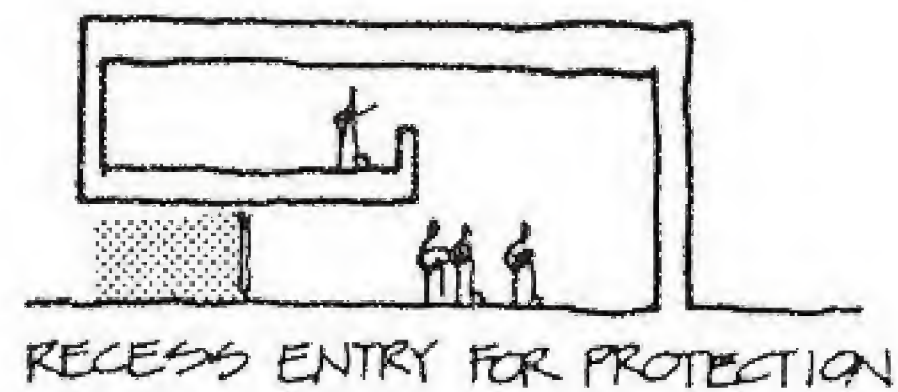


COLLECT ROOF WATER AT SPECIFIC DRAIN POINTS

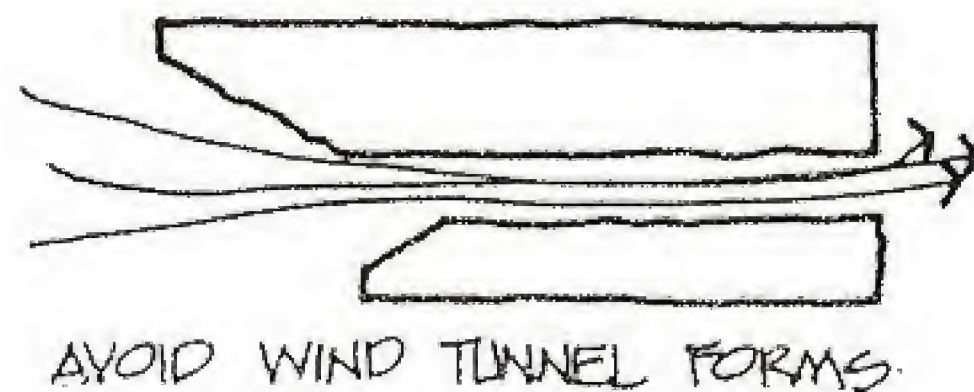


PROTECT ENTRIES FROM ROOF DRAINAGE

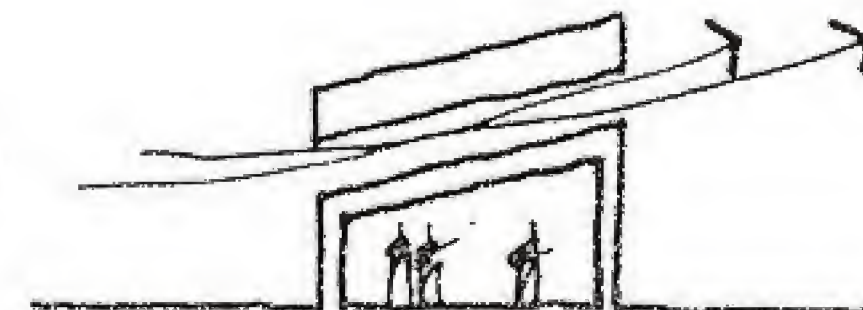




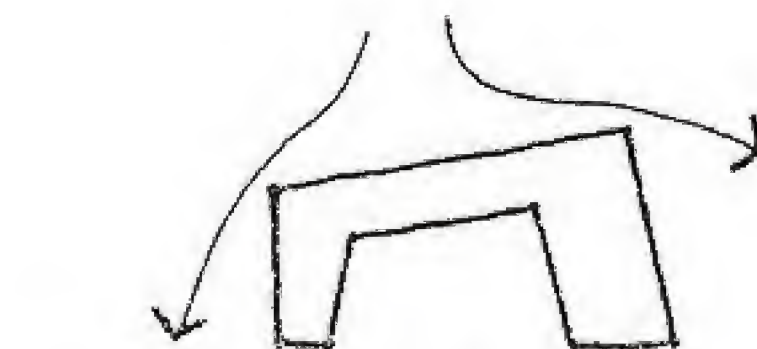
## Wind



AVOID WIND TUNNEL FORMS



USE PREVAILING BREEZES AS COOLING DEVICE



TURN BUILDING'S BACK TO WIND



USE LANDSCAPING AS WIND PROTECTION



LANDSCAPING TO AVOID BLOWING DUST



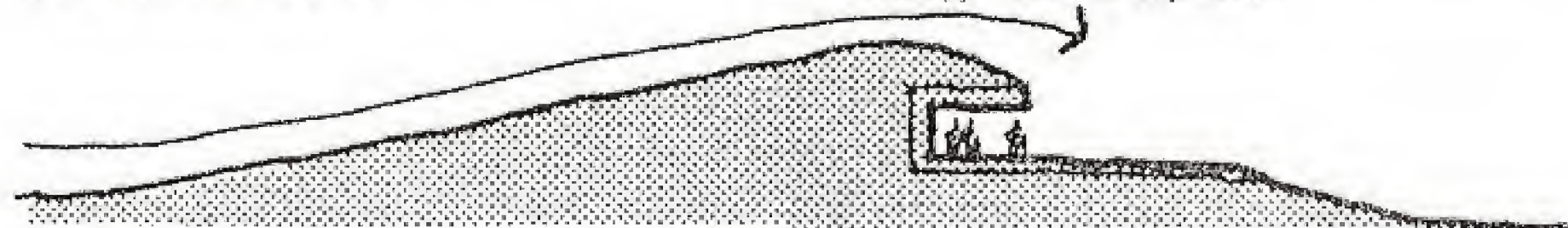
PROTECT SMALL BUILDINGS WITH TALL ONES



PROTECT EXTERIOR AREAS WITH BUILDING FORM



USE ROOF FORMS TO MINIMIZE LIFTING WIND PRESSURE



USE LAND FORMS TO PROTECT AGAINST WIND



USE BREEZE & EVAPORATION FROM POOL AS COOLING DEVICE

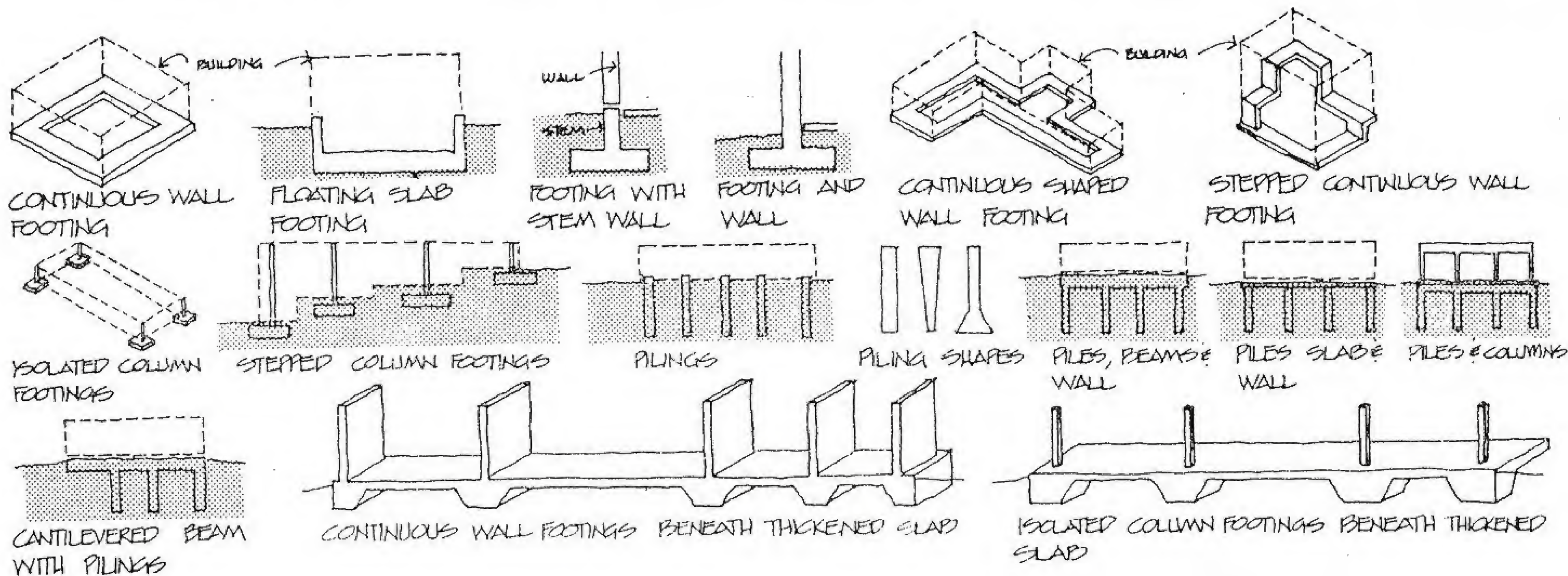


**159**

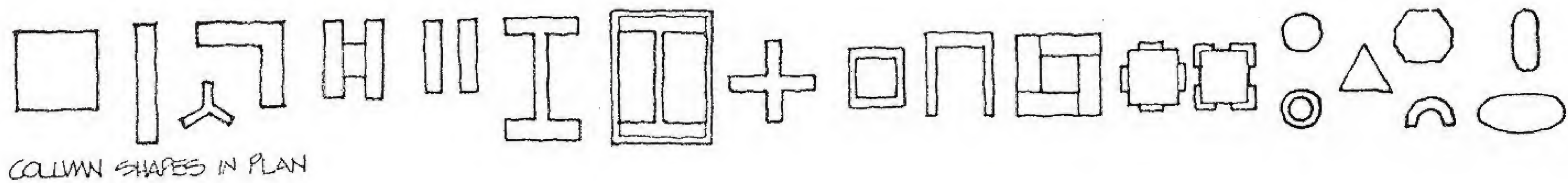
**Building Envelope**



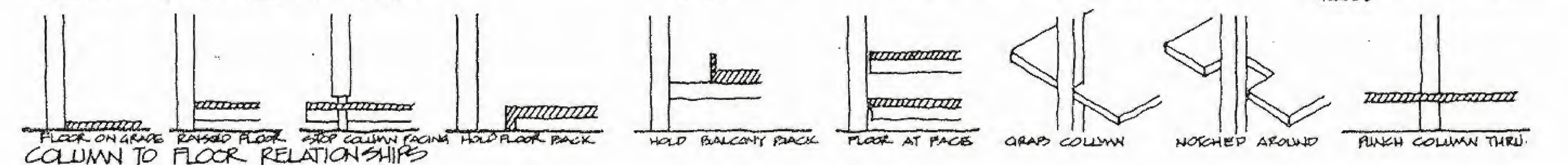
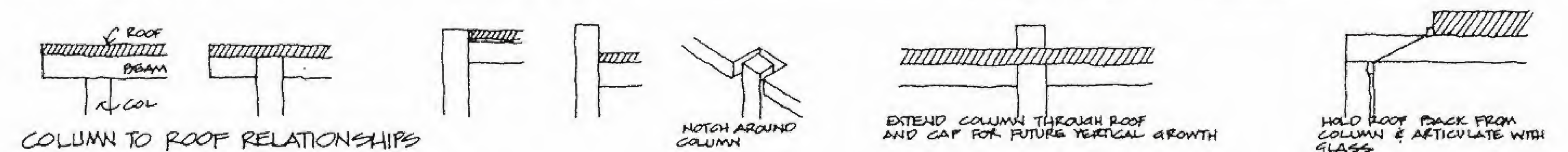
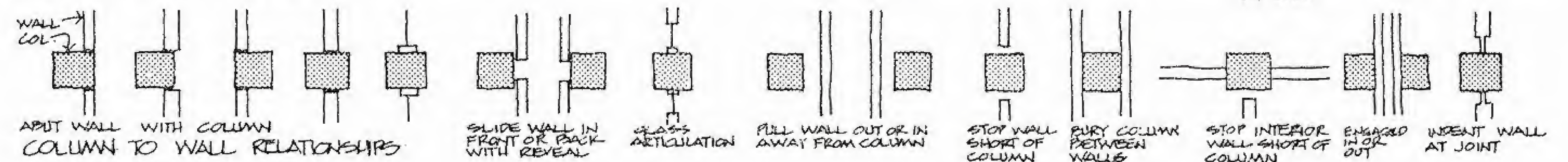
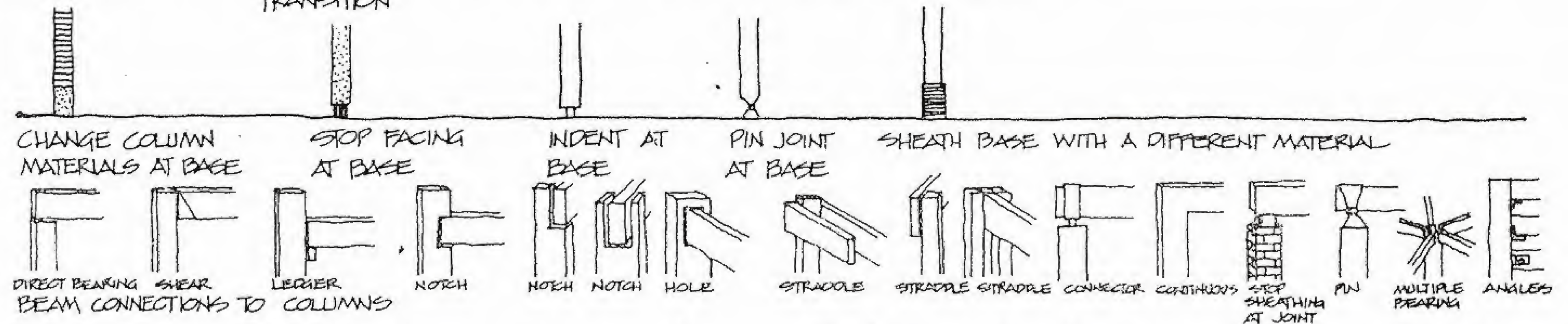
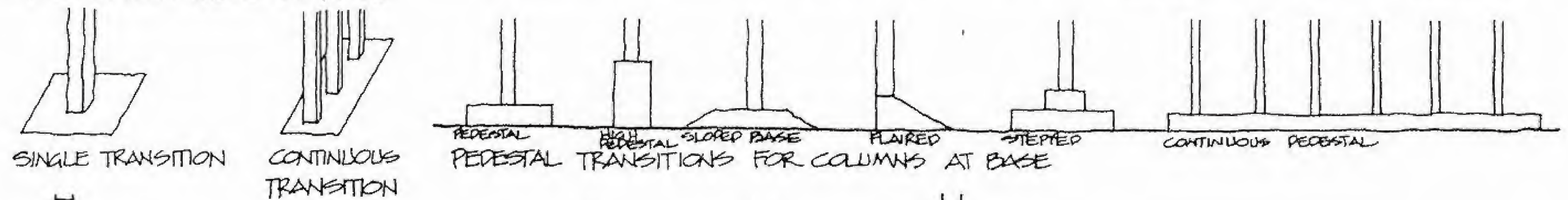
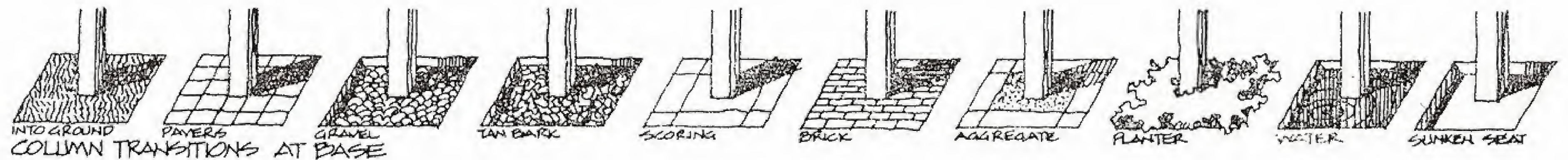
# Footings and Foundations



## Columns

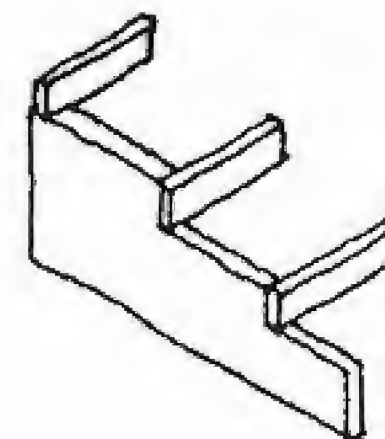




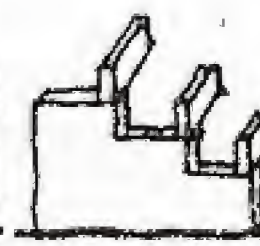




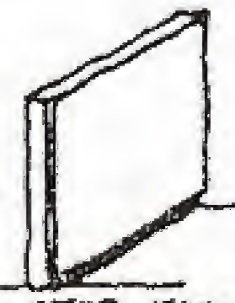
# Walls



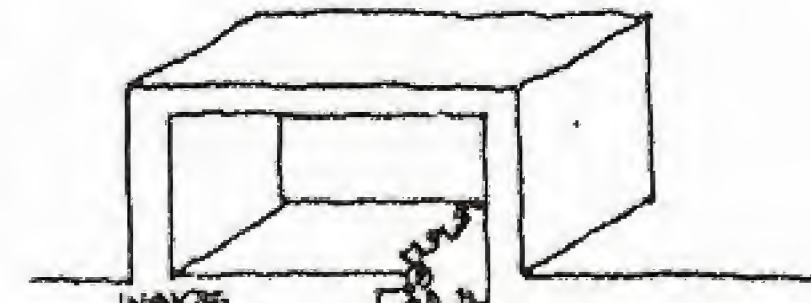
## WALL FORMS



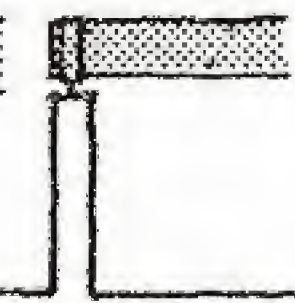
## WALL FORMS



WALL TRANSITIONS AT BASE



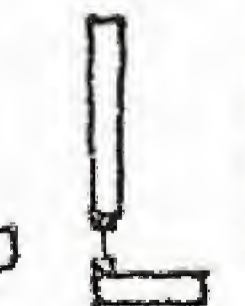
CHANGE MATERIALS  
WALL TRANSITIONS AT BASE



## BEAM CONNECTIONS TO WALLS



PARTIAL BEATING



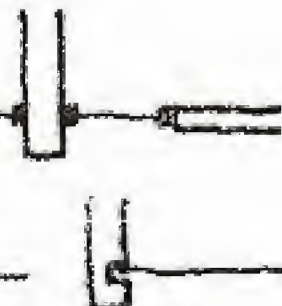
WALL TO WALL RELATIONSHIPS



STOP  
FACING



GLASS  
INTO  
FRAME

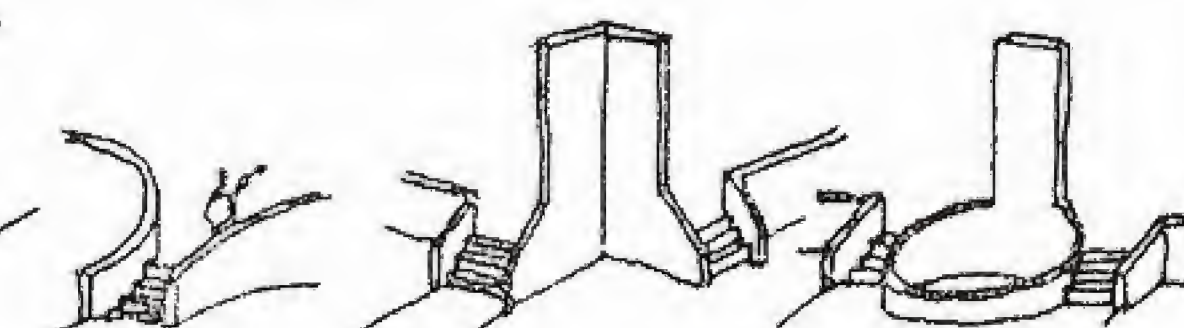
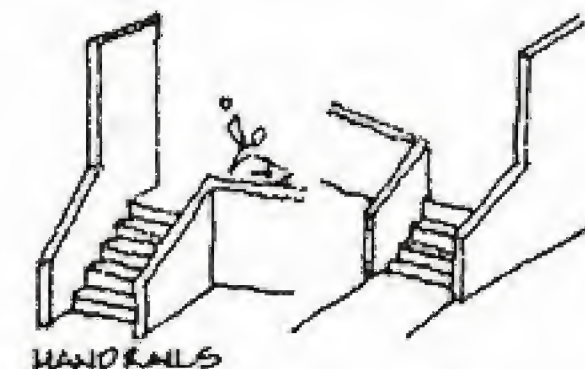
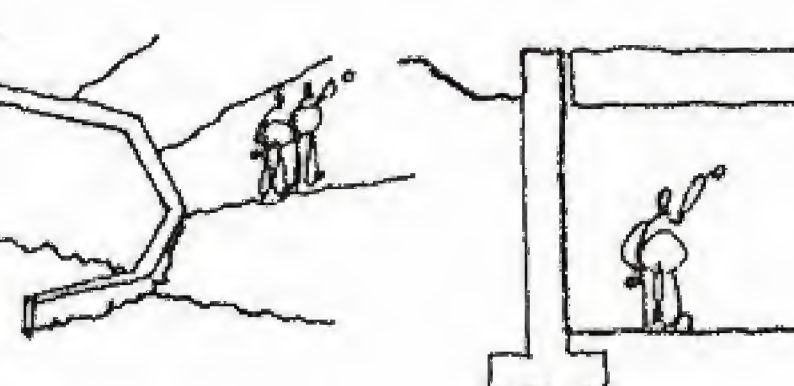
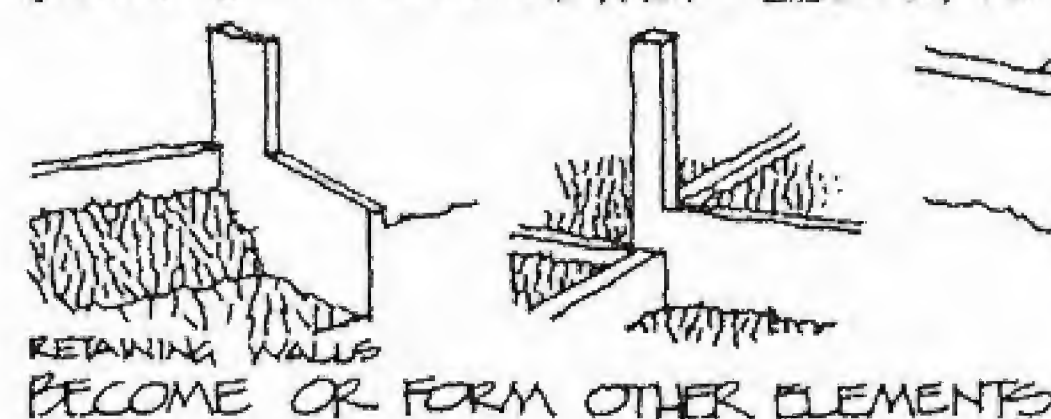
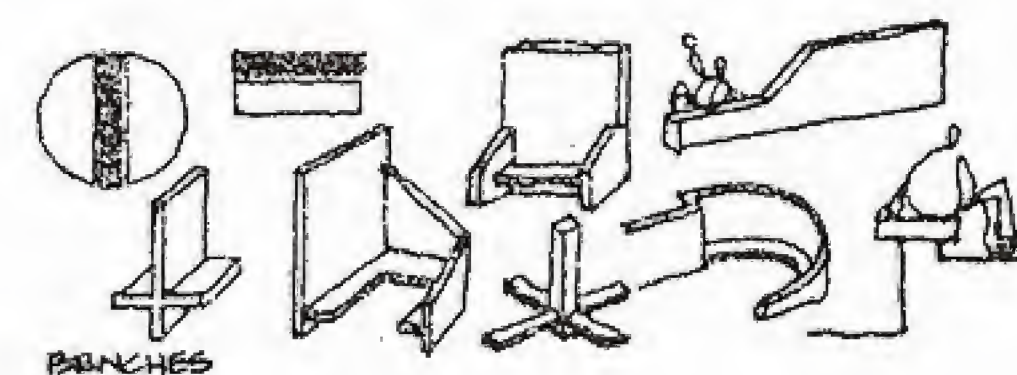
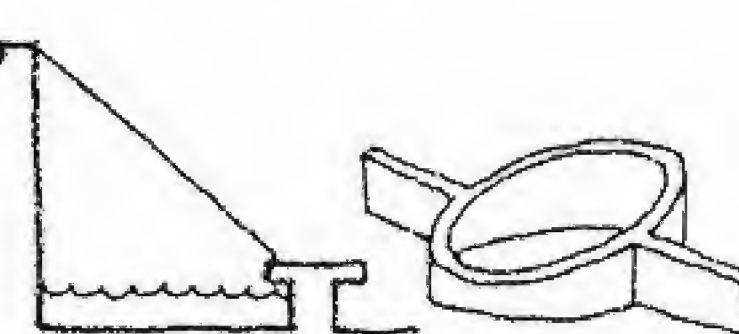
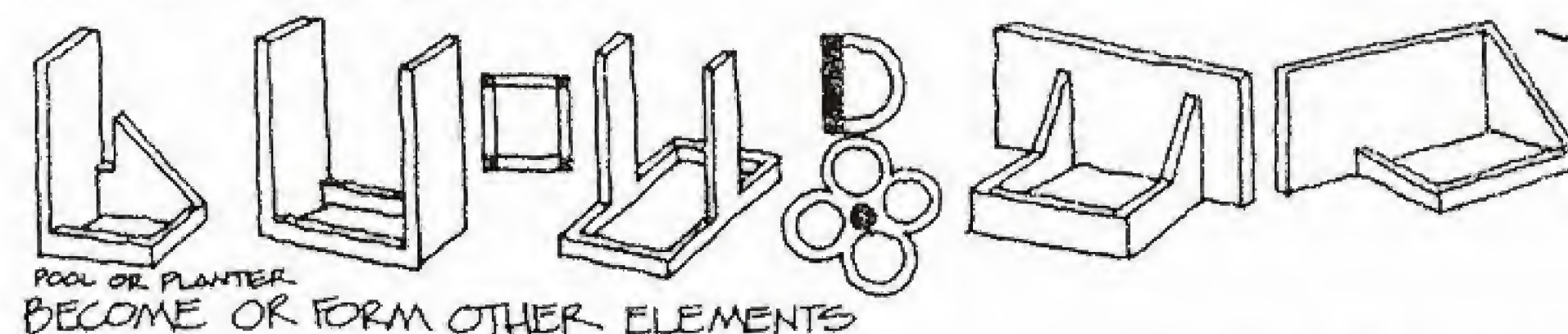
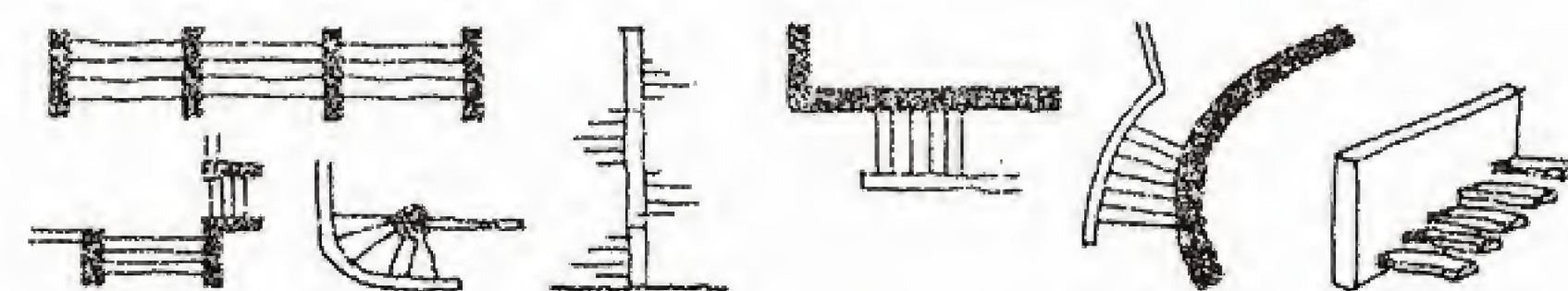
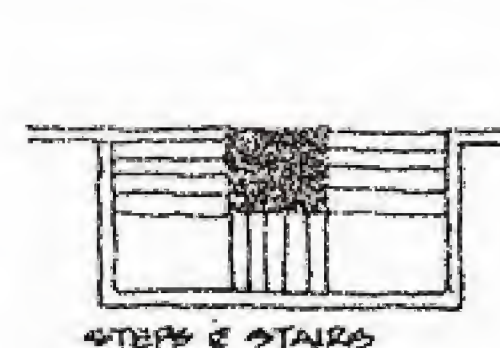
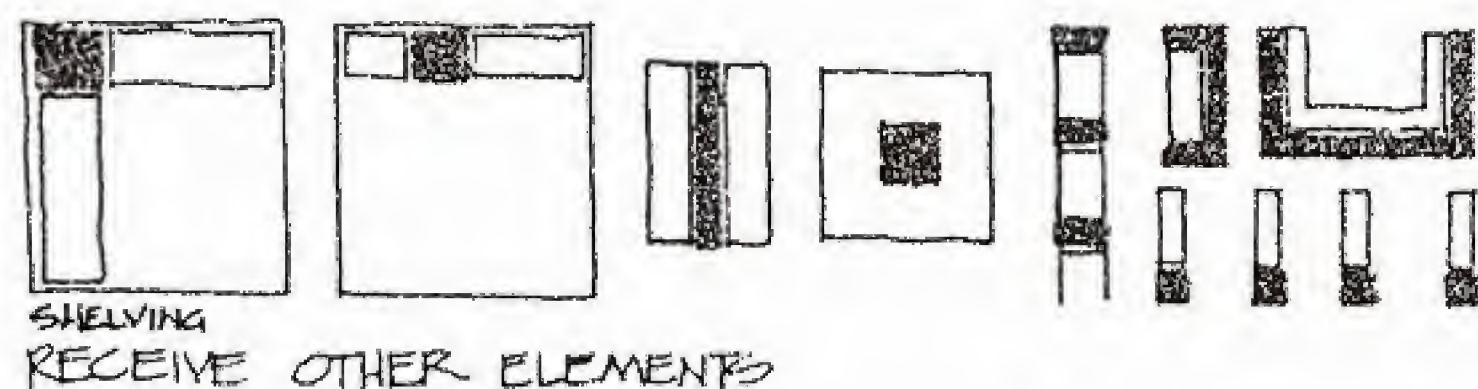
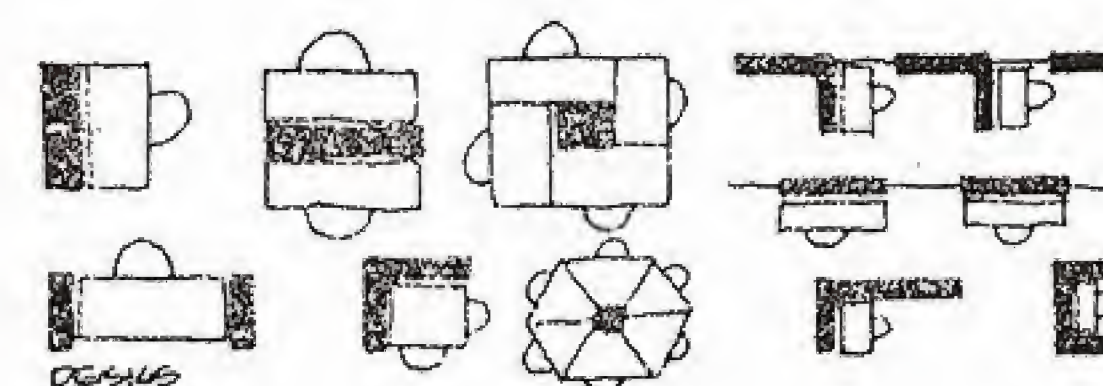
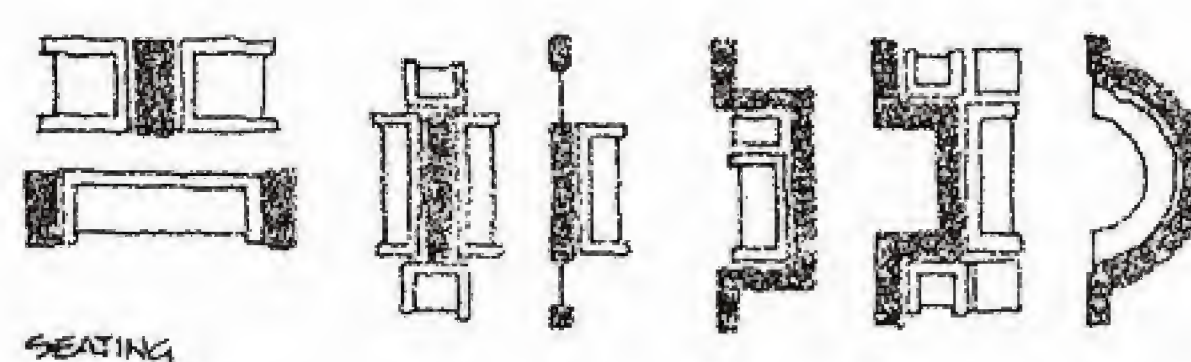
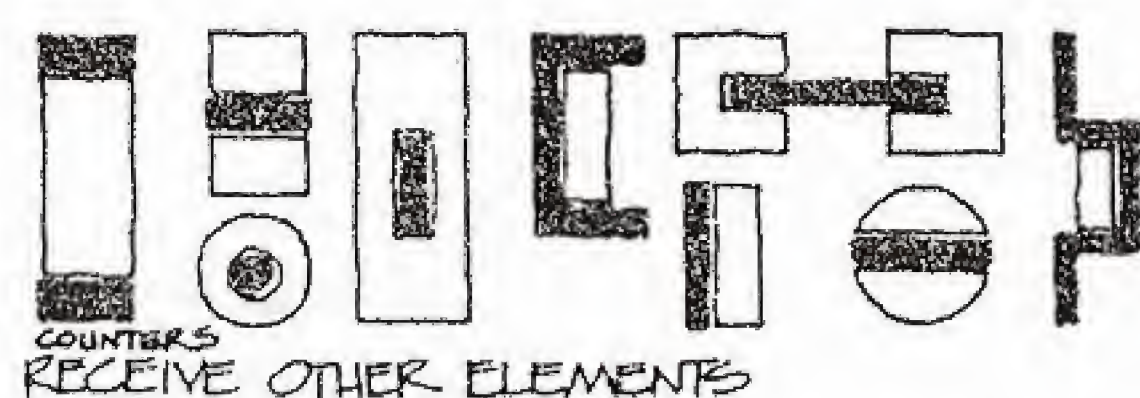


ALWAYS  
INTRO  
PEOPLE

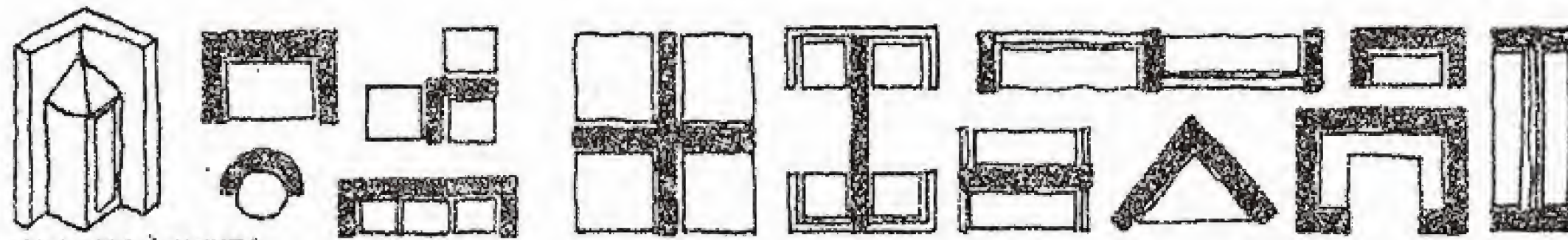




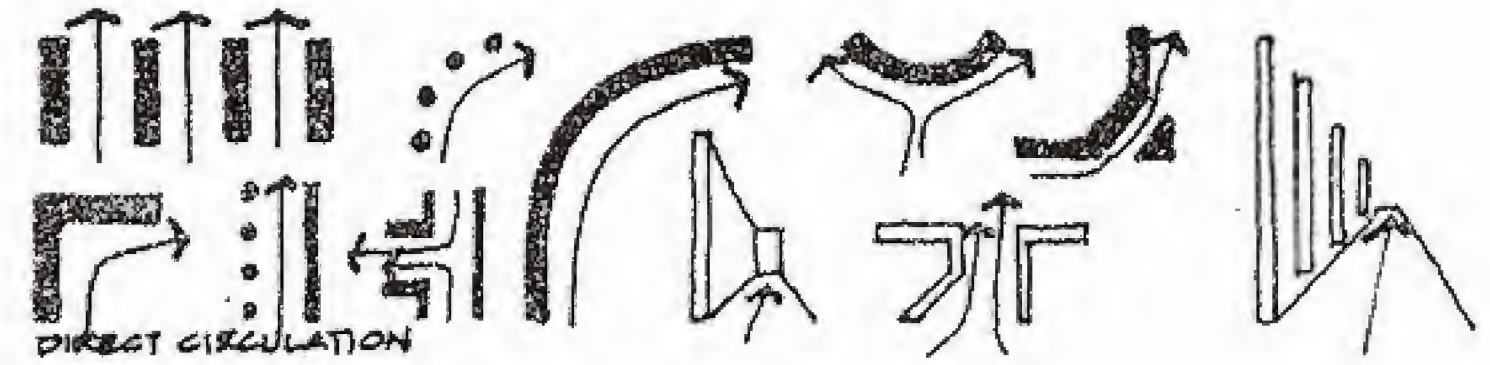
## Additional Column and Wall Roles



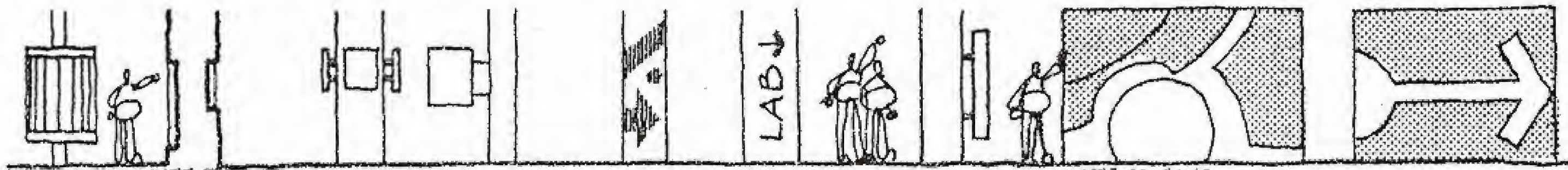




ALCOVES & NICHES  
BECOME OR FORM OTHER ELEMENTS

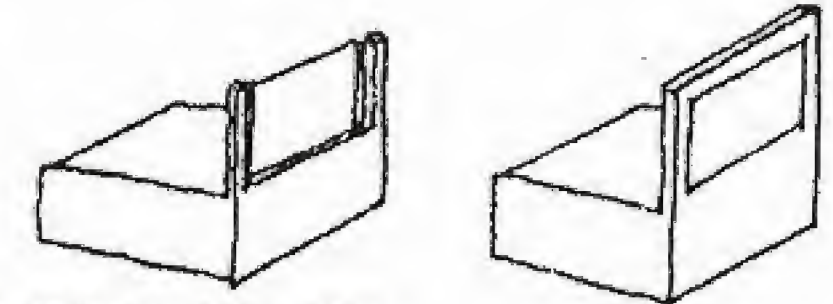


DIRECT CIRCULATION

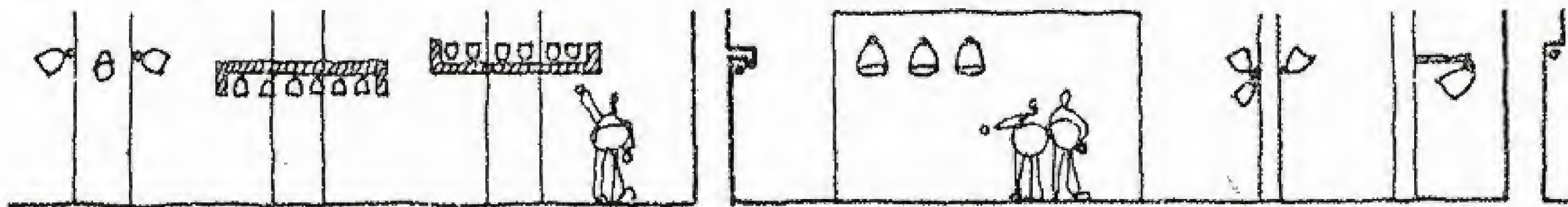


KIOSK  
INDENT  
BEAR GRAPHICS

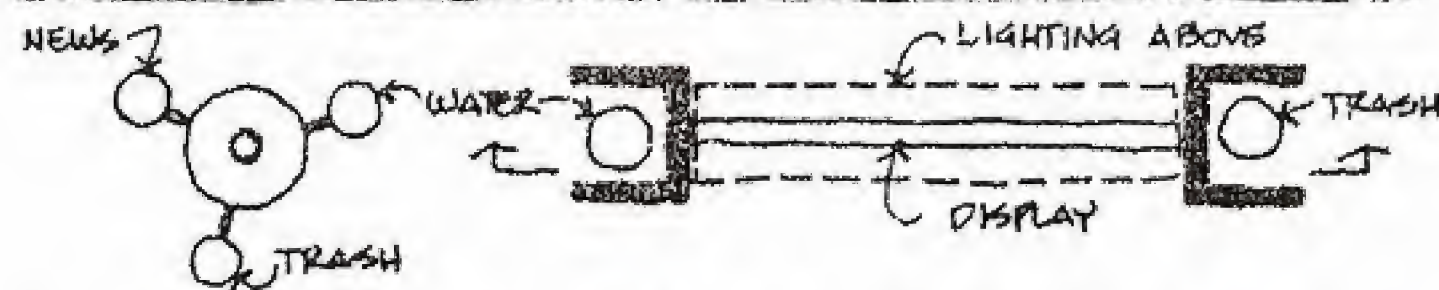
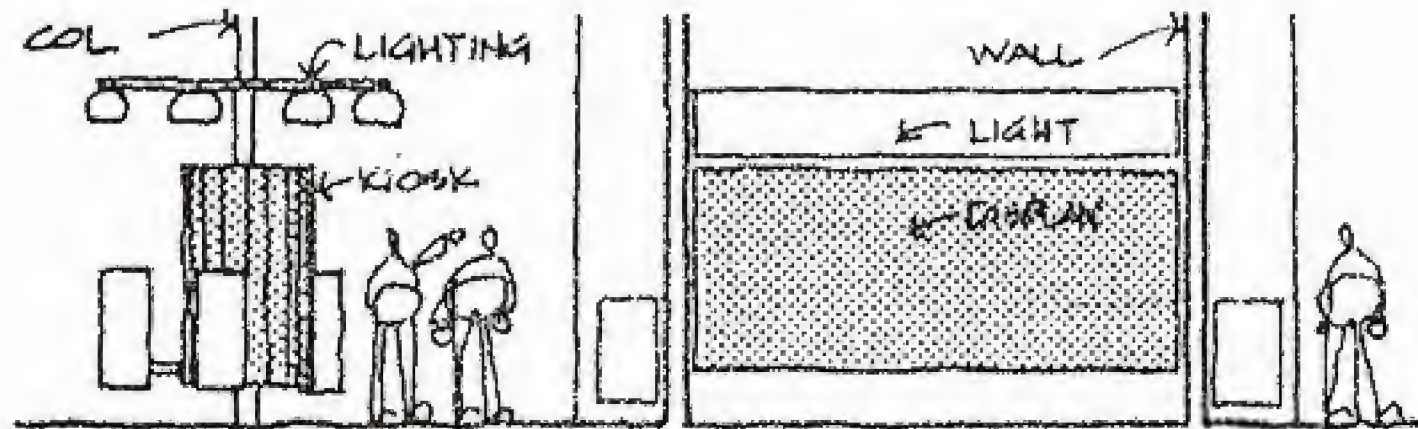
SUPER GRAPHICS



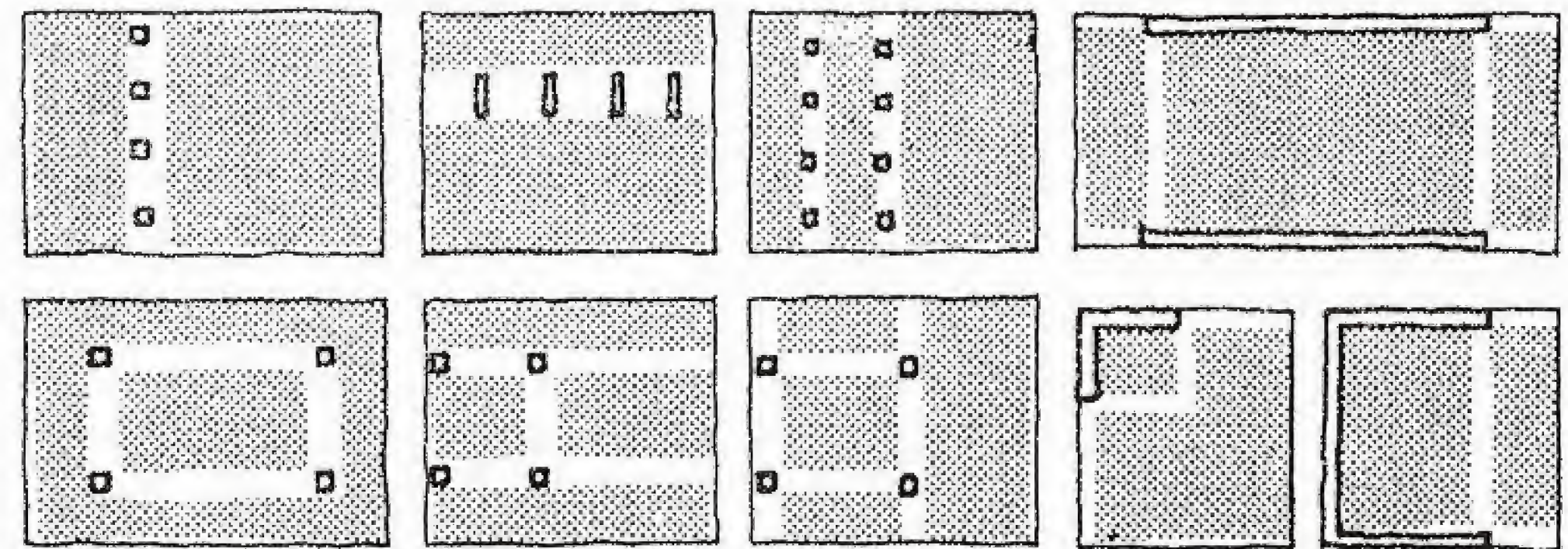
EXTEND STRUCTURE



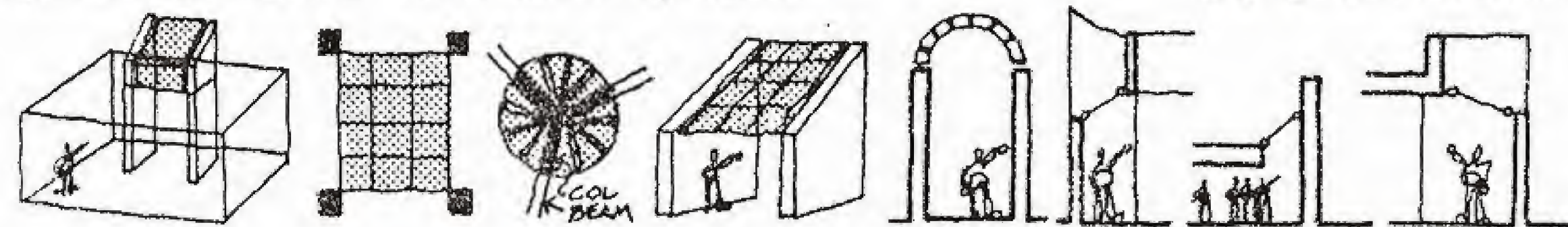
BEAR LIGHTING



COMPOSITE USES PX COLUMNS & WALLS



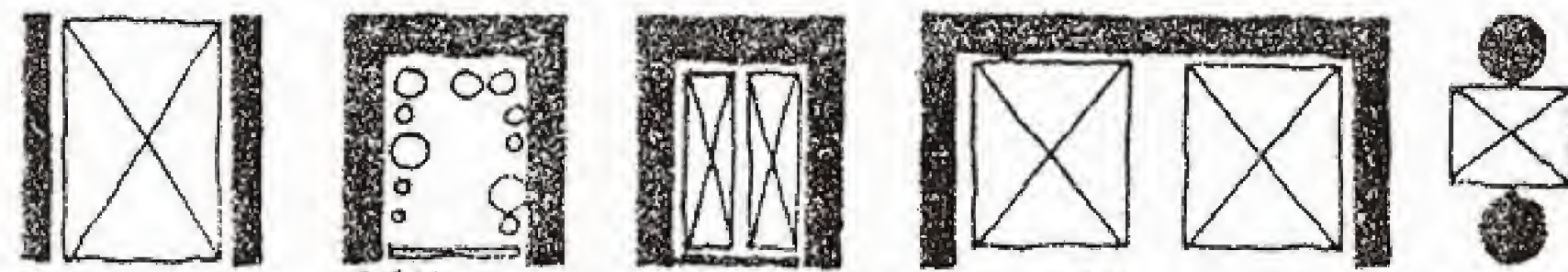
USE ZONE DEFINITION IN SPACES



FORM SKYLIGHTS



DEFINE WINDOWS

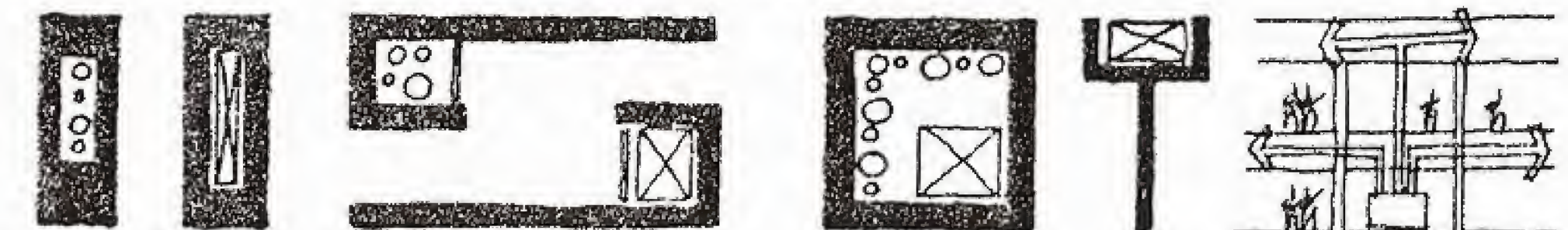


CONTAIN MECHANICAL

PIPES

DUCTS

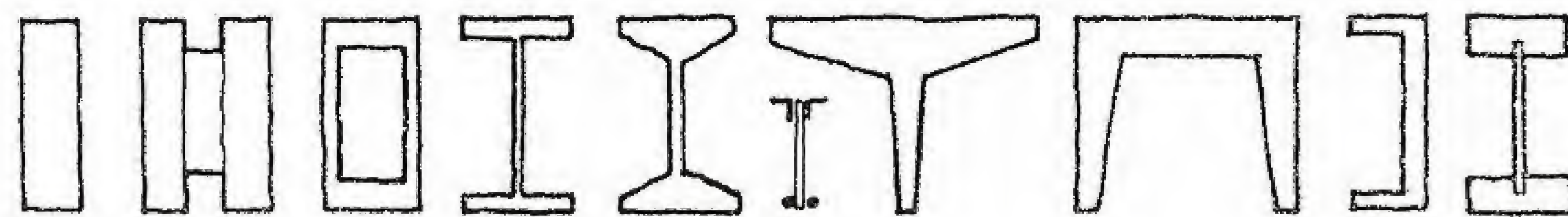
ELEVATORS



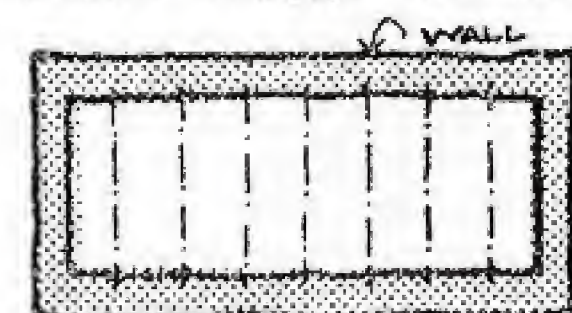
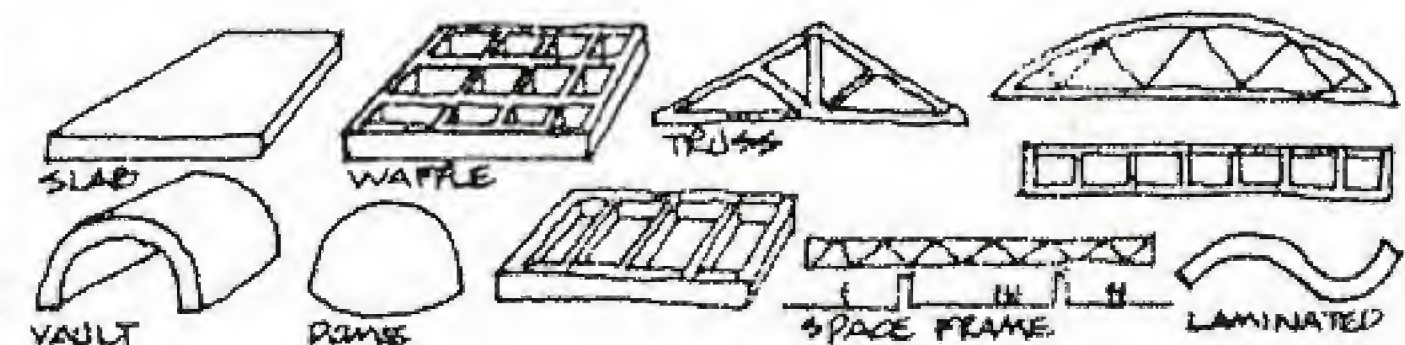
LARGE SHAFT



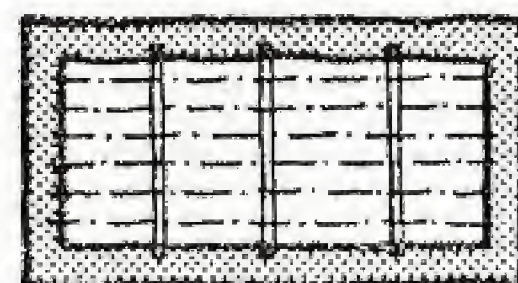
# Beams



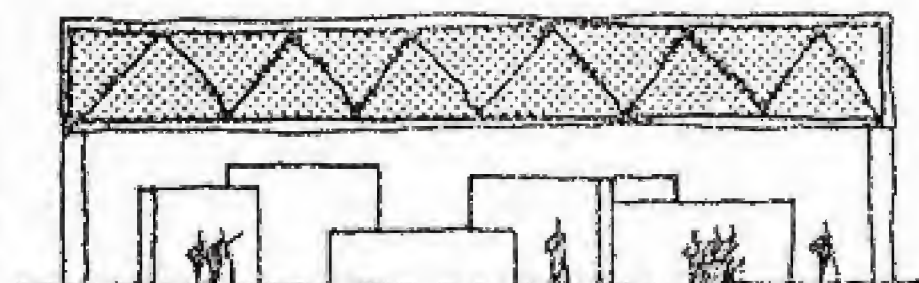
BEAM SHAPES & FORMS



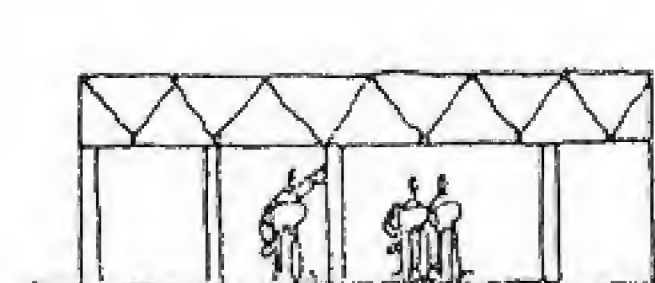
SPAN SHORT DIMENSION  
FRAMING CONCEPTS



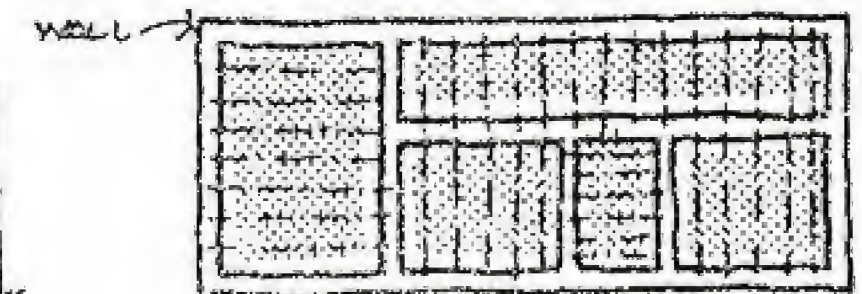
PRIMARY & SECONDARY  
MEMBERS



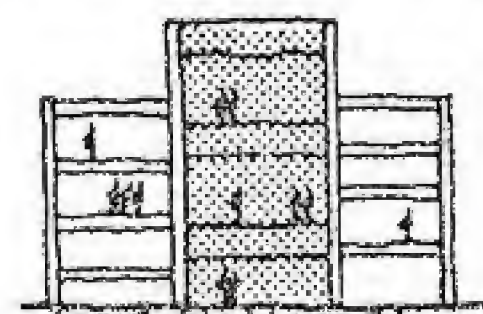
CLEARSPAN



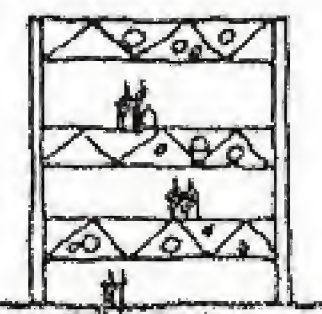
SUPPORT FROM INTERIOR WALLS



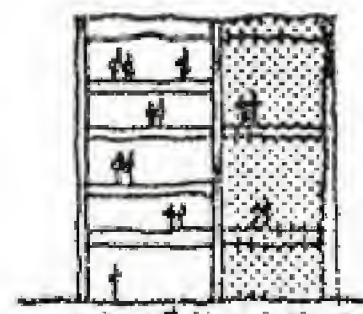
FRAME SPACE BY SPACE



GROUP HEAVY LOADS  
FRAMING CONCEPTS



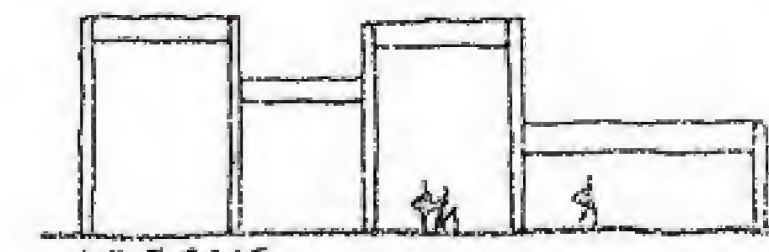
INTERSTITIAL



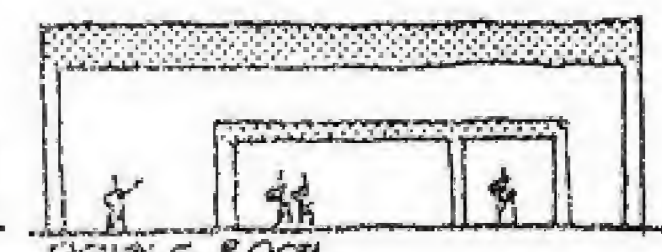
GROUP HIGH FLOORS



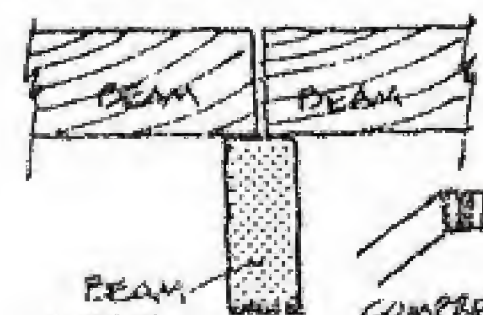
CLERESTORY



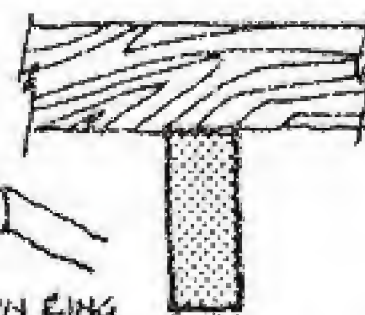
MULTIROOF



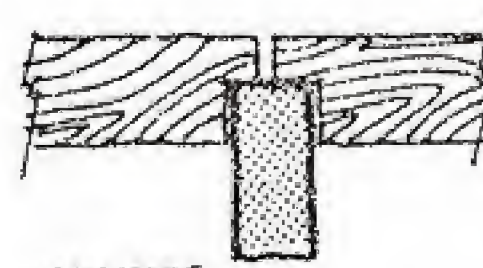
DOUBLE ROOF



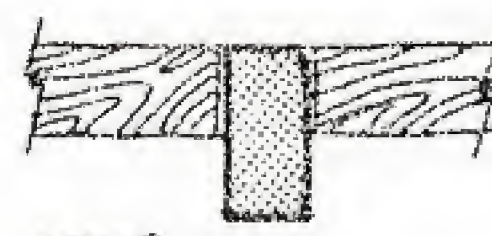
BEAM  
DIRECT



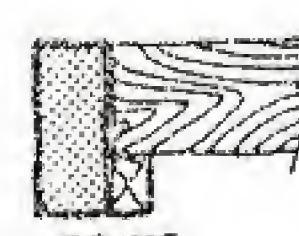
COMPRESSION RING



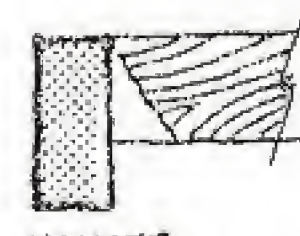
NOTCHED



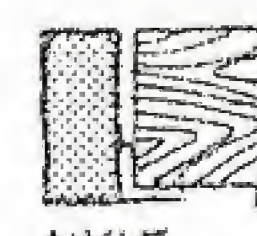
SHEAR



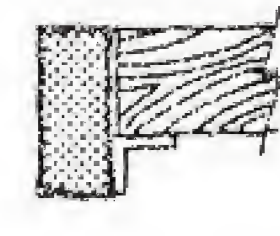
LEDGER



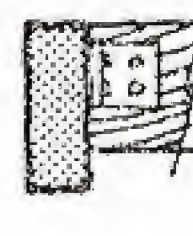
HANGER



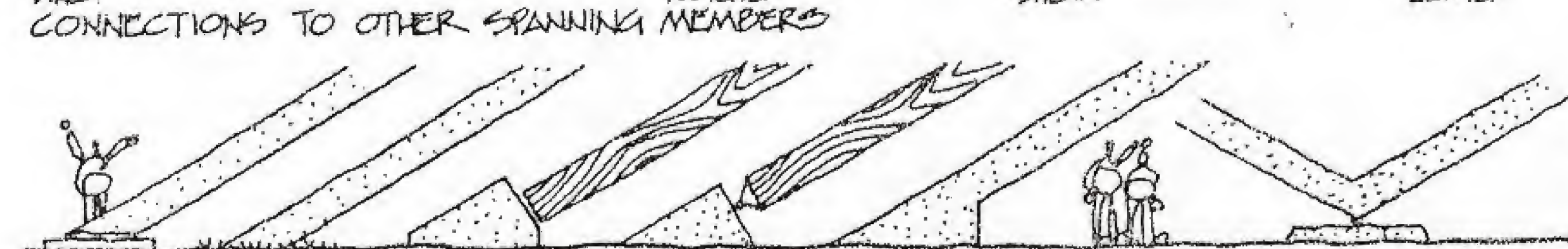
ANGLE



PLATE



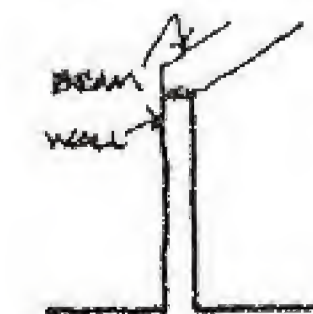
GUSSET



SLOPED BEAM TRANSITION TO GROUND



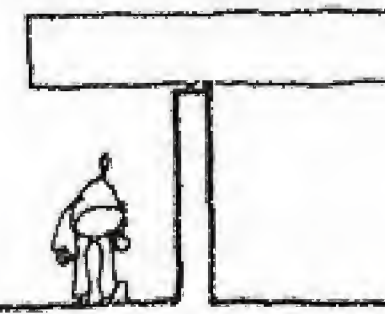
RELATION TO ROOF & CEILING



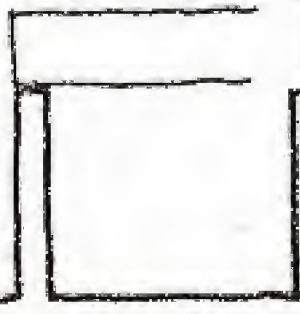
RELATION TO WALLS



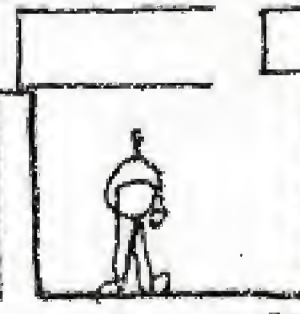
ON EXPANSION  
ROLLER



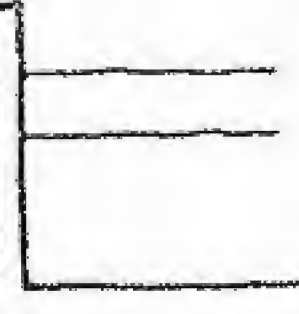
HANGER  
PARTITION



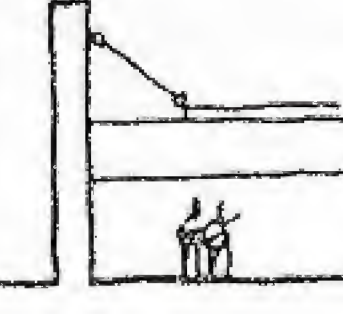
RELATE TO OR  
AVOID BEAM



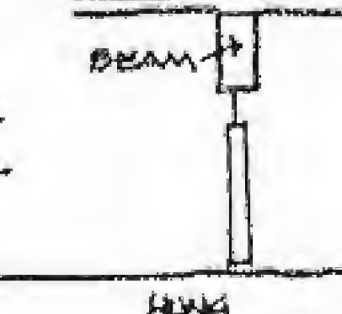
RELATE TO OR  
AVOID BEAM



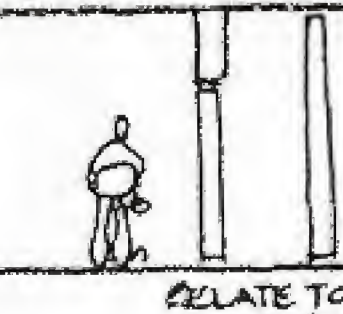
RELATE TO OR  
AVOID BEAM



RELATE TO OR  
AVOID BEAM



RELATE TO OR  
AVOID BEAM



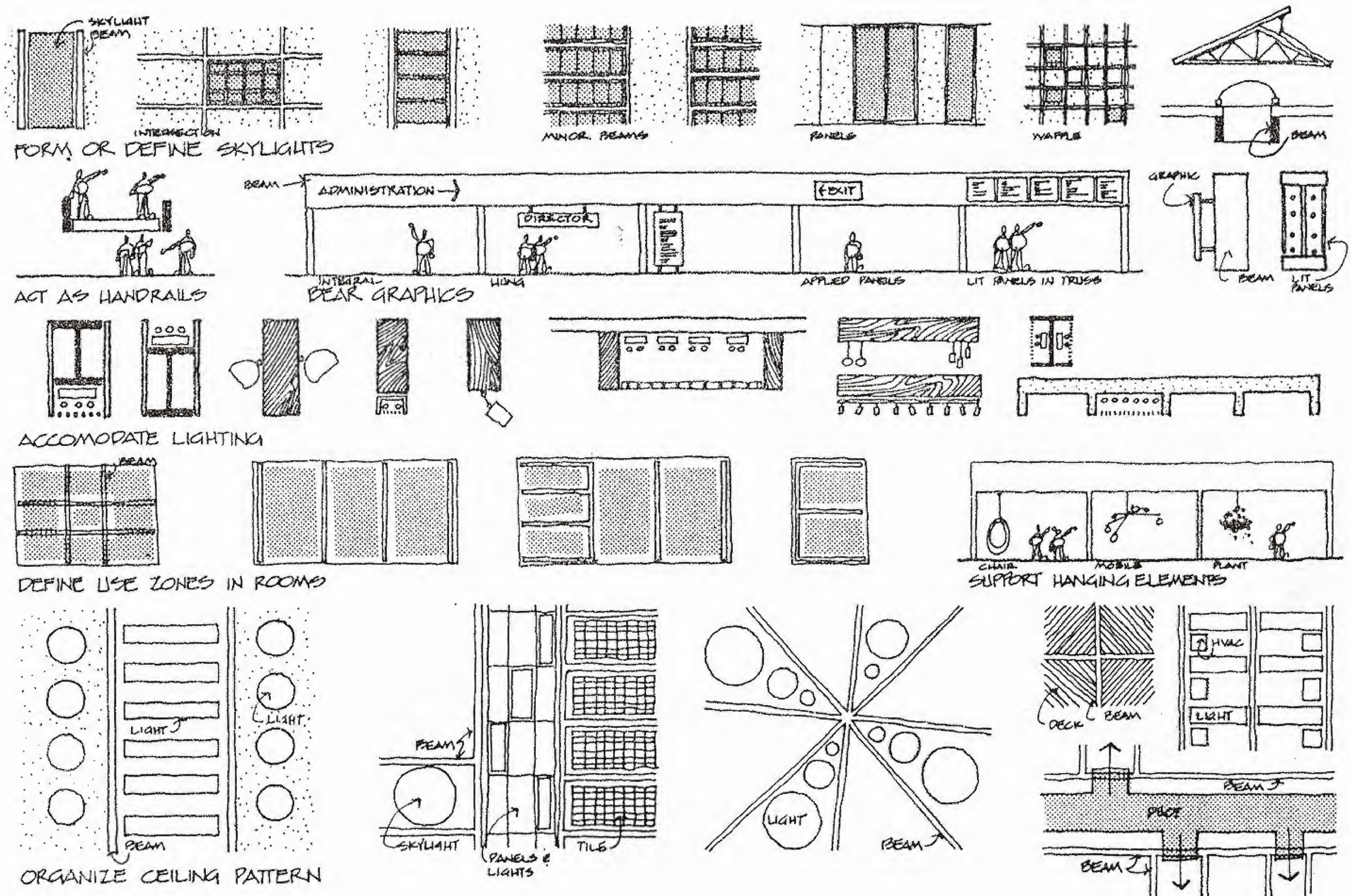
RELATE TO OR  
AVOID BEAM



RELATE TO OR  
AVOID BEAM

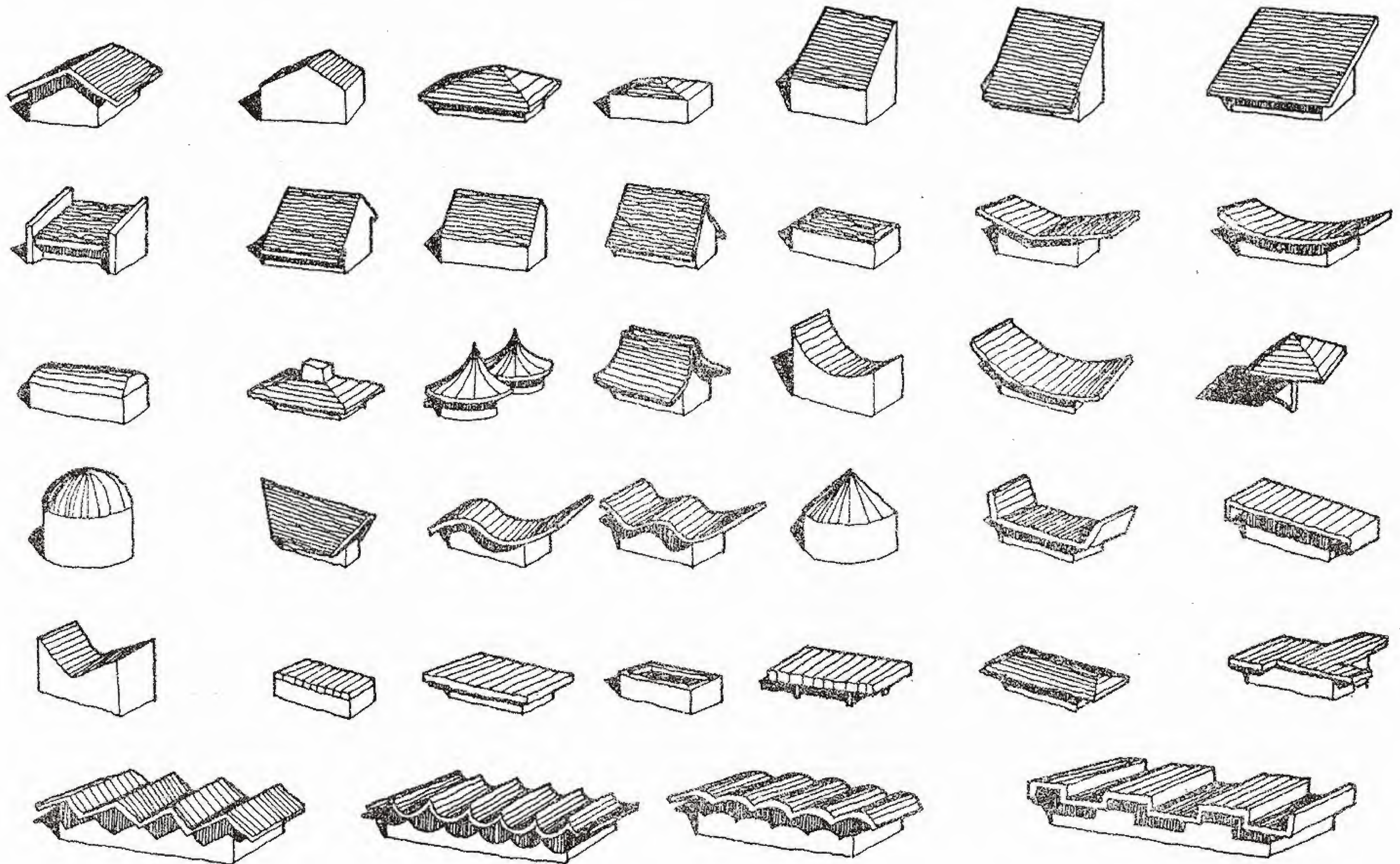


## Additional Beam Roles



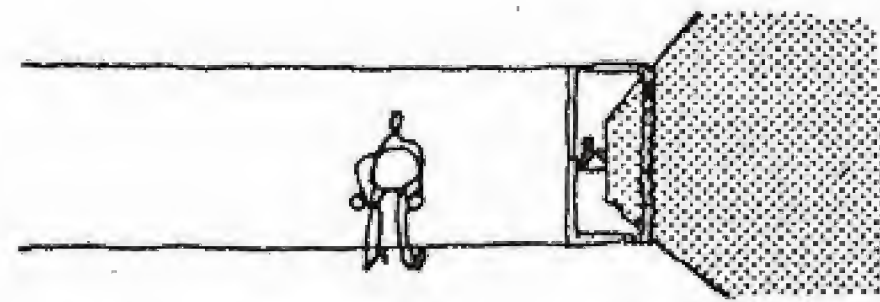


# Roof Forms

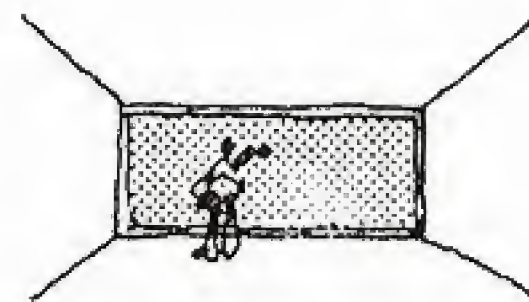




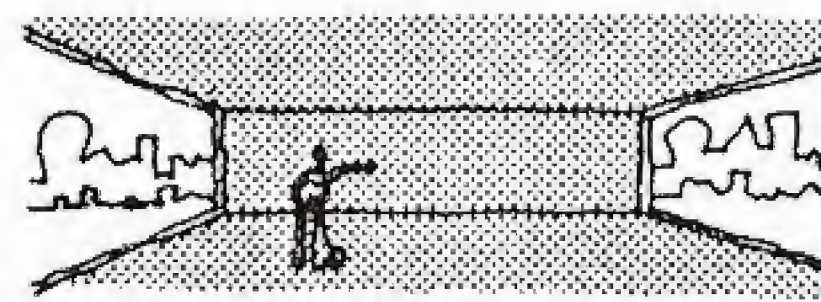
# Wall Concepts



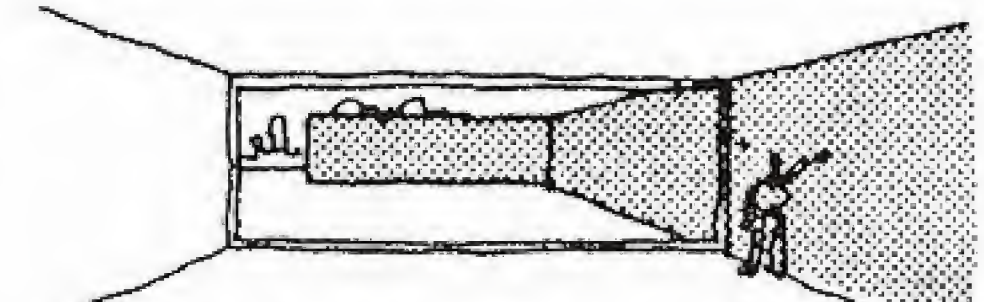
WALL CONTINUITY THRU GLASS



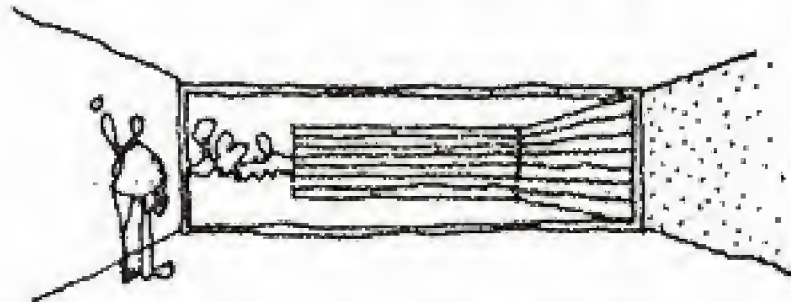
WALL AS FOCUS



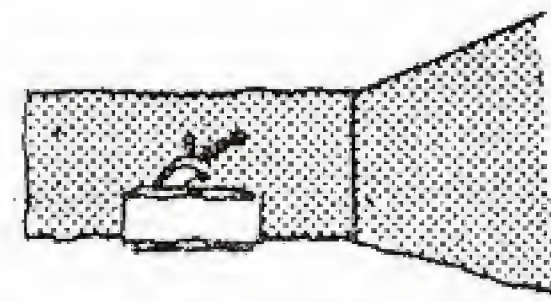
CONTINUOUS WALL/FLOOR/CEILING



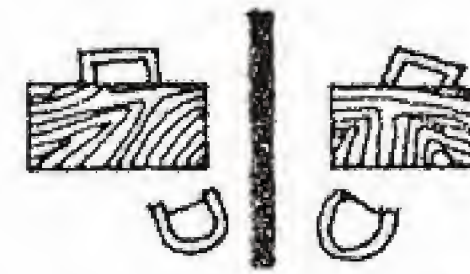
OUTSIDE WALL TEXTURE SAME AS INSIDE



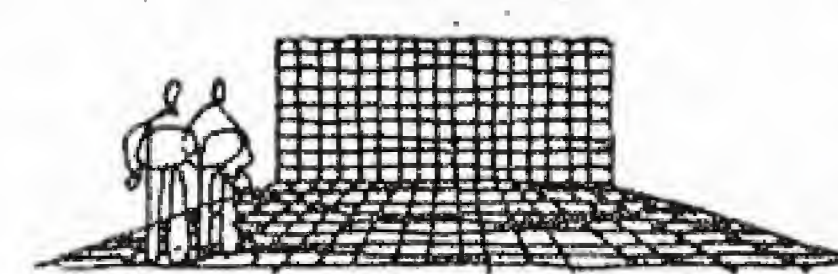
OUTSIDE WALL TEXTURE DIFFERENT FROM INSIDE



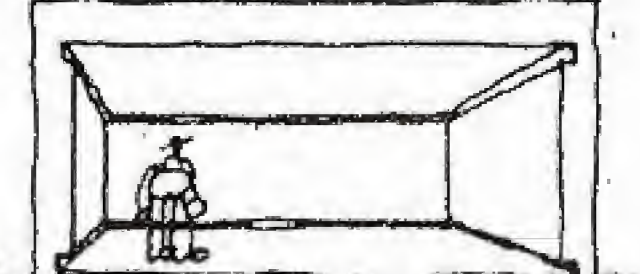
WALL AS BACKDROP



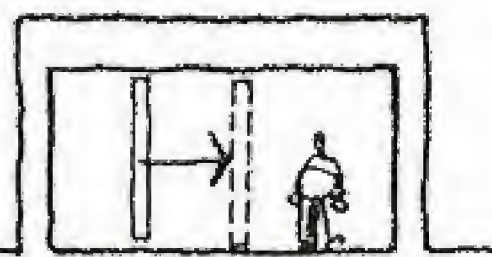
WALL AS SCREEN



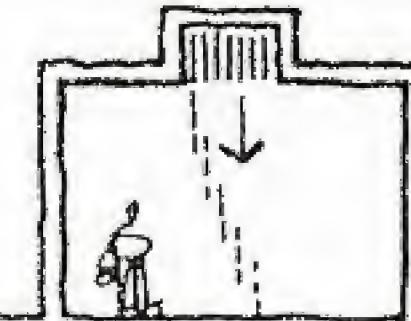
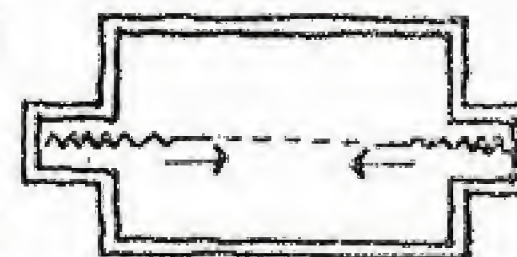
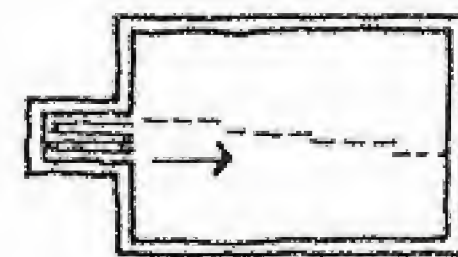
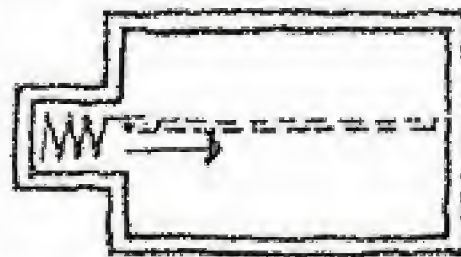
WALL CONTINUOUS WITH FLOOR



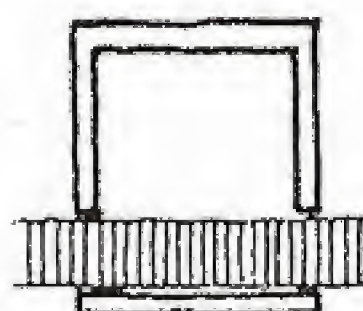
NOTCH TO EXPRESS PLANES



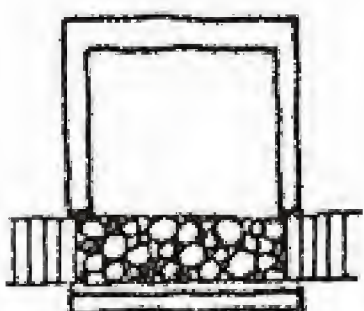
MOVEABLE WALLS



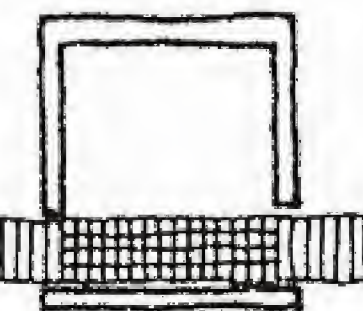
# Floor and Ceiling Concepts



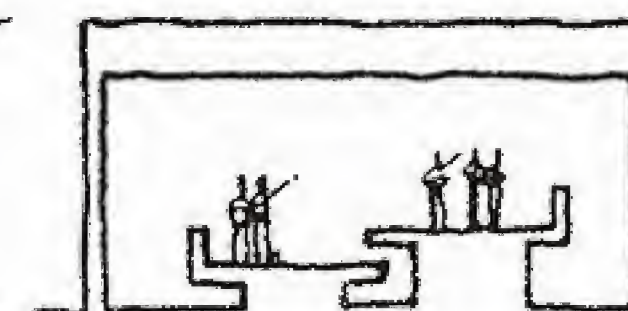
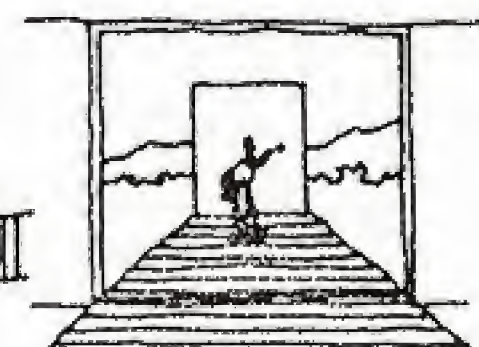
CONTINUITY IN & OUT



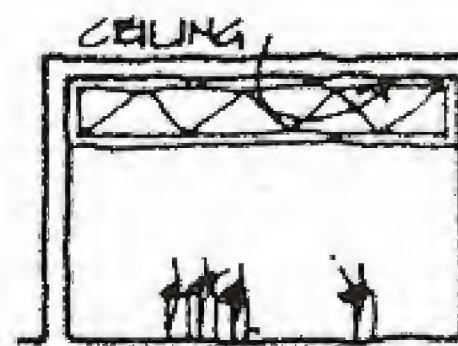
DISCONTINUOUS IN FROM OUT



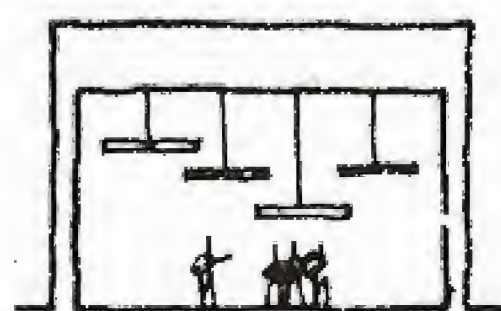
PATTERN DERIVATIVE IN FROM OUT



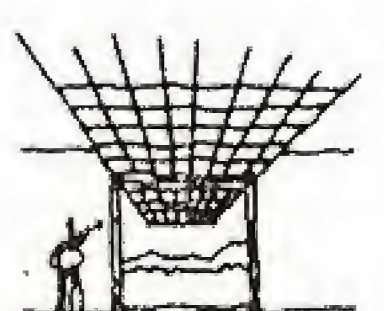
FLOORS AS FLOATING PLATFORMS



ROOF AS CEILING



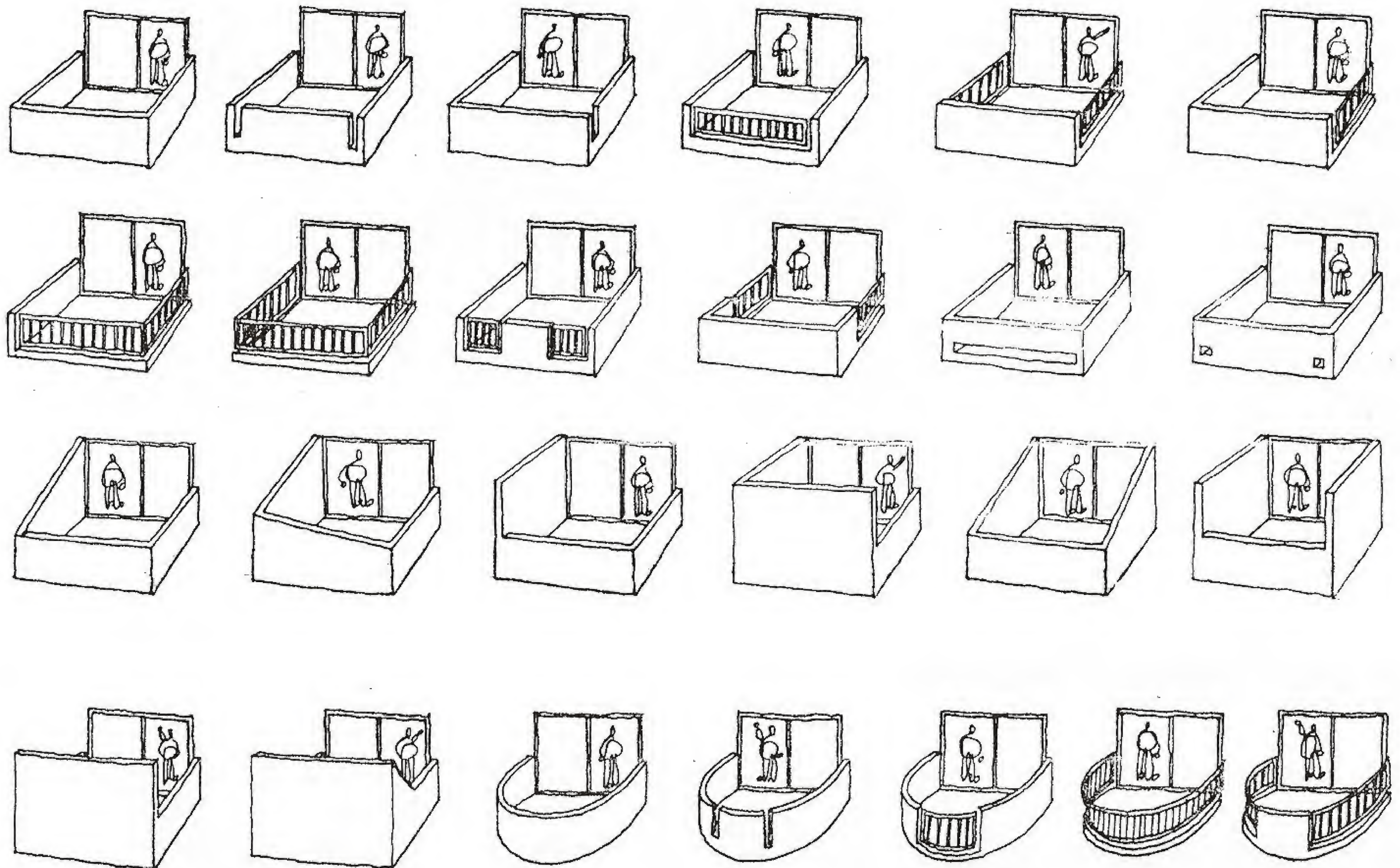
DROPPED CEILING PLANES



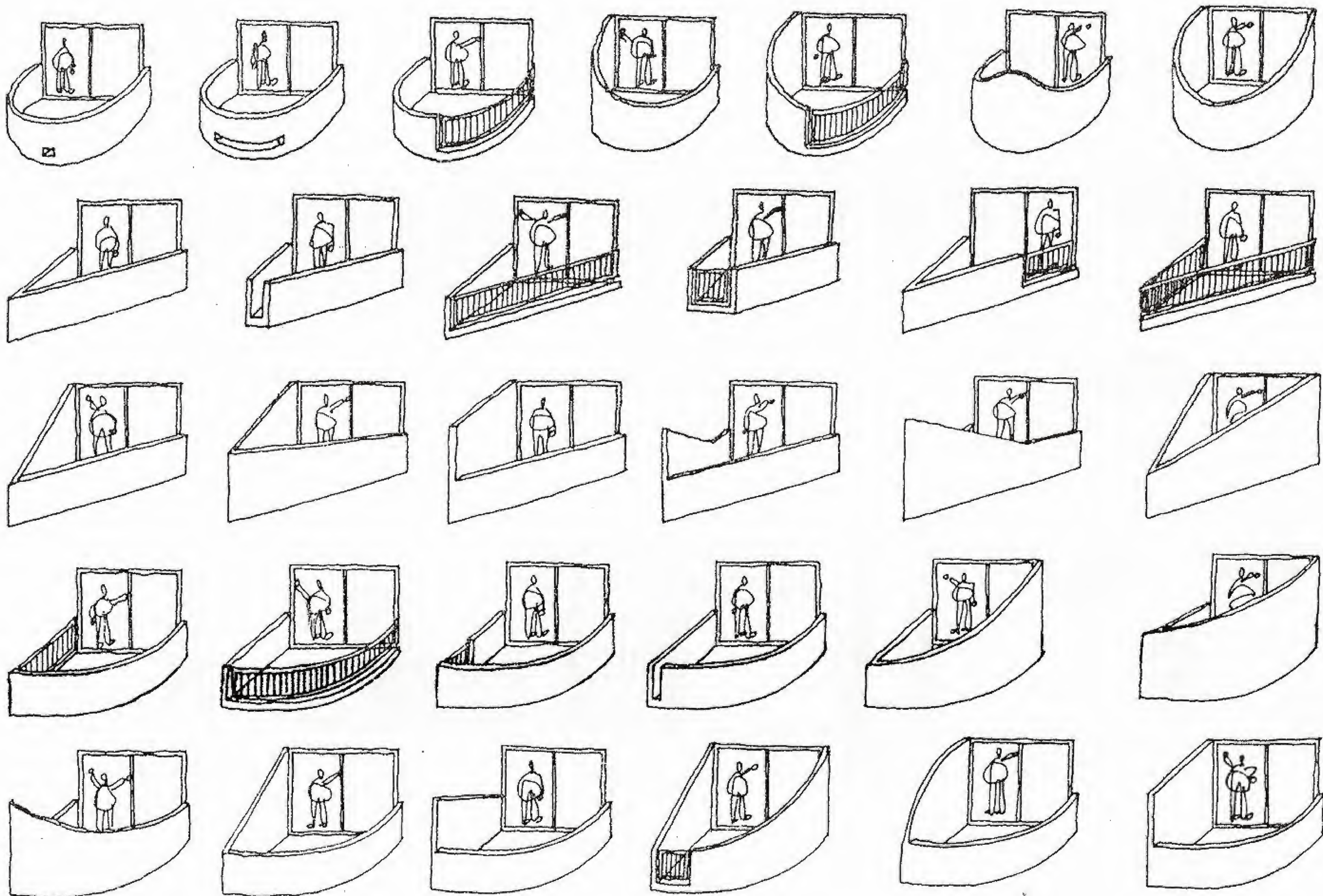
CEILING CONTINUITY IN TO OUT



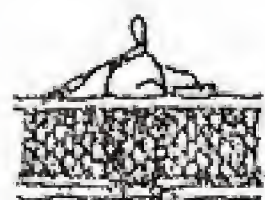
# Balconies



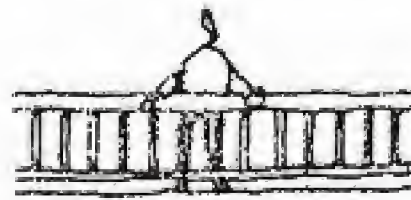




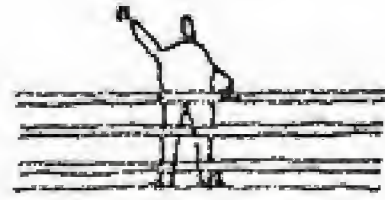
SOLID  
HANDRAILS



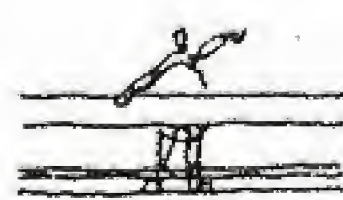
GLASS



ROPE



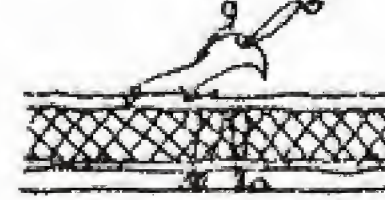
I BEAM



WOOD TOP

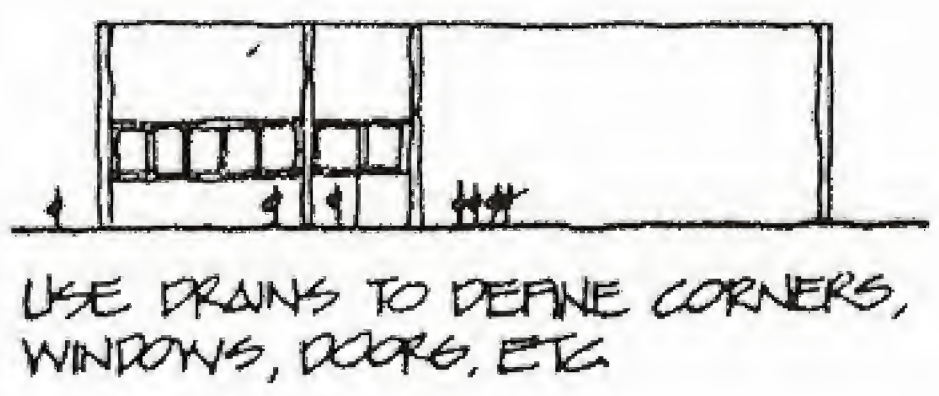
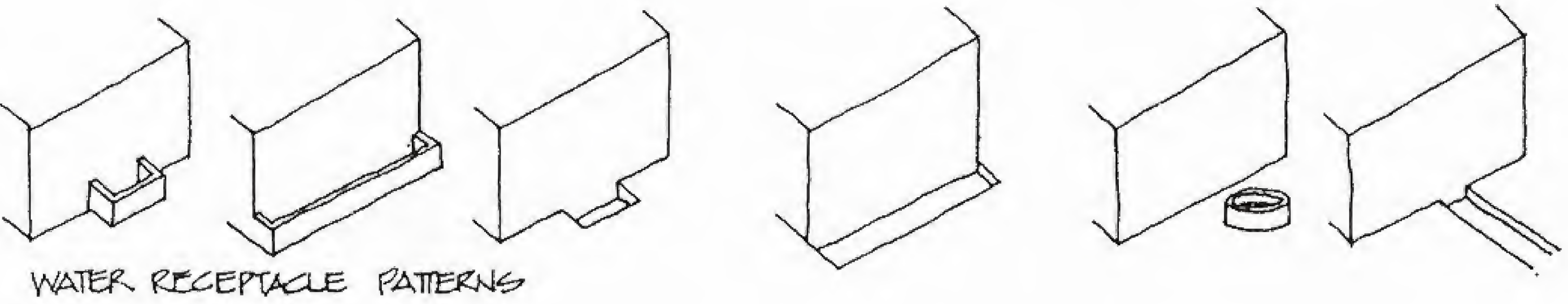
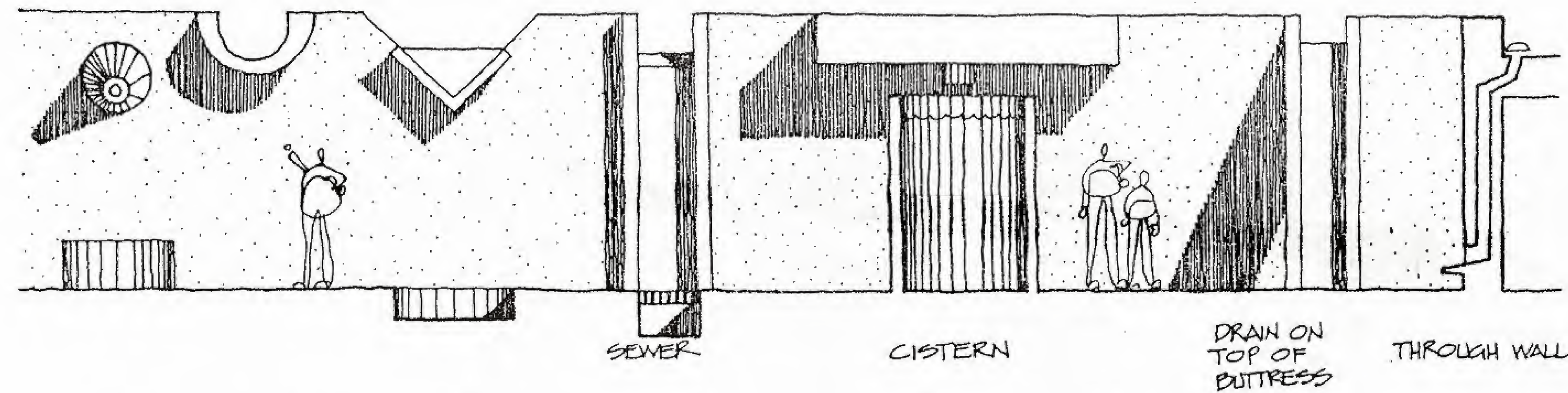
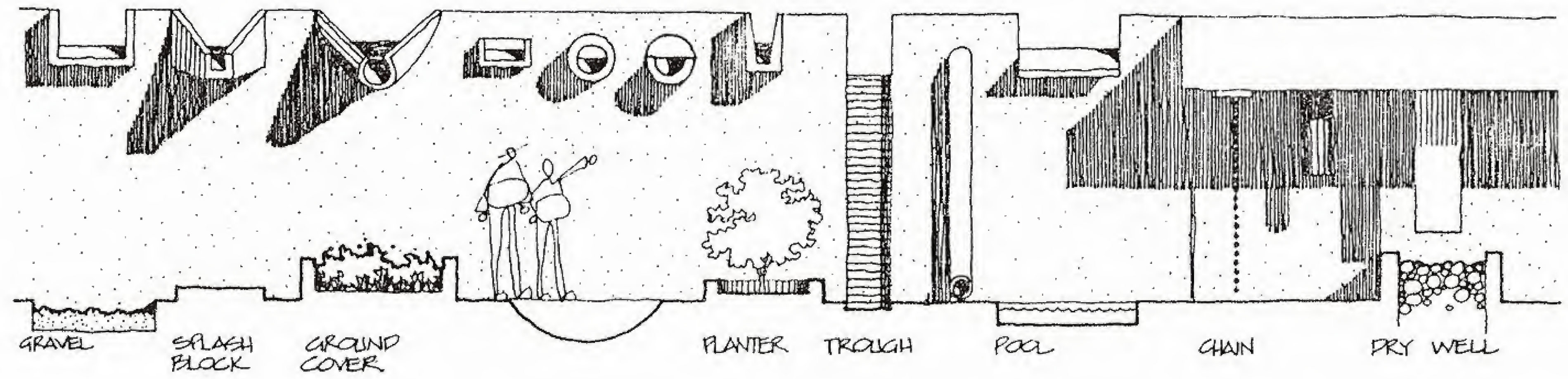


MESH



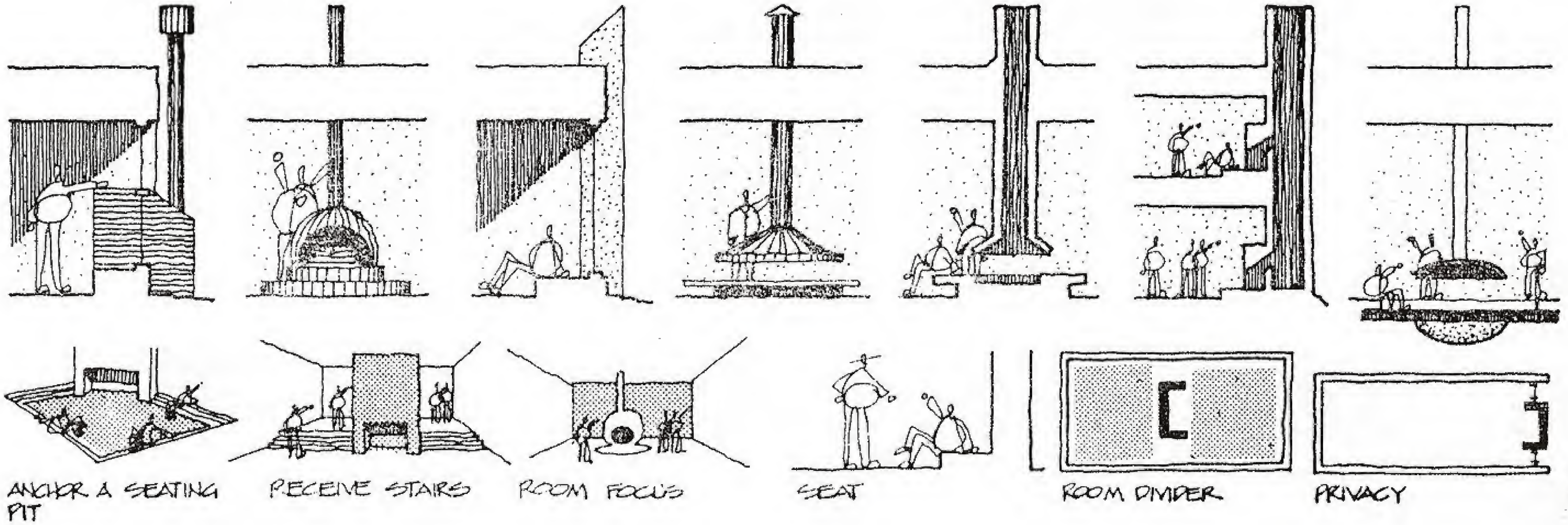


# Canales and Water Bins

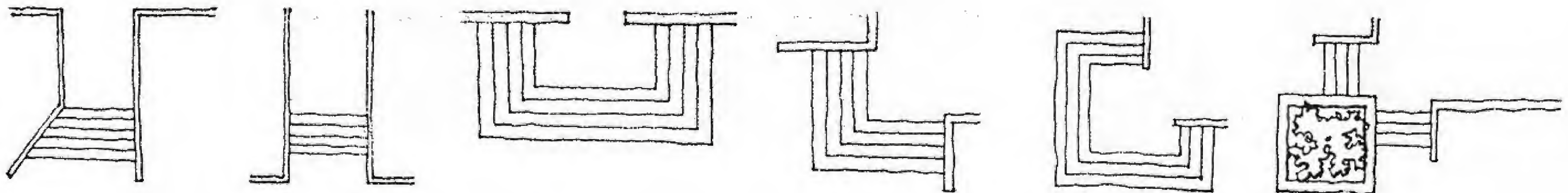




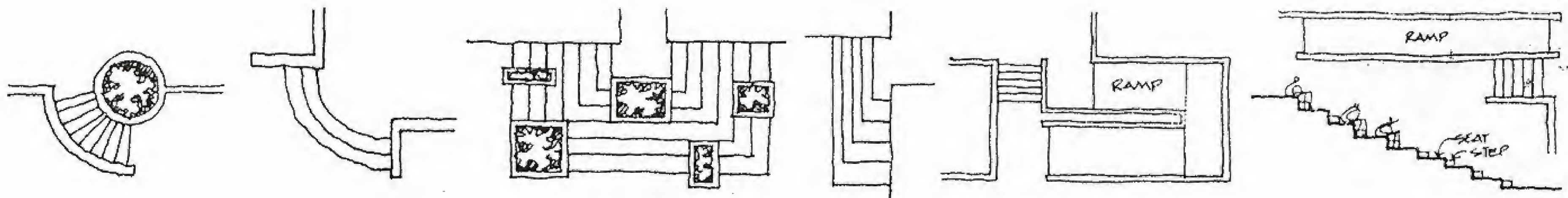
# Fireplaces



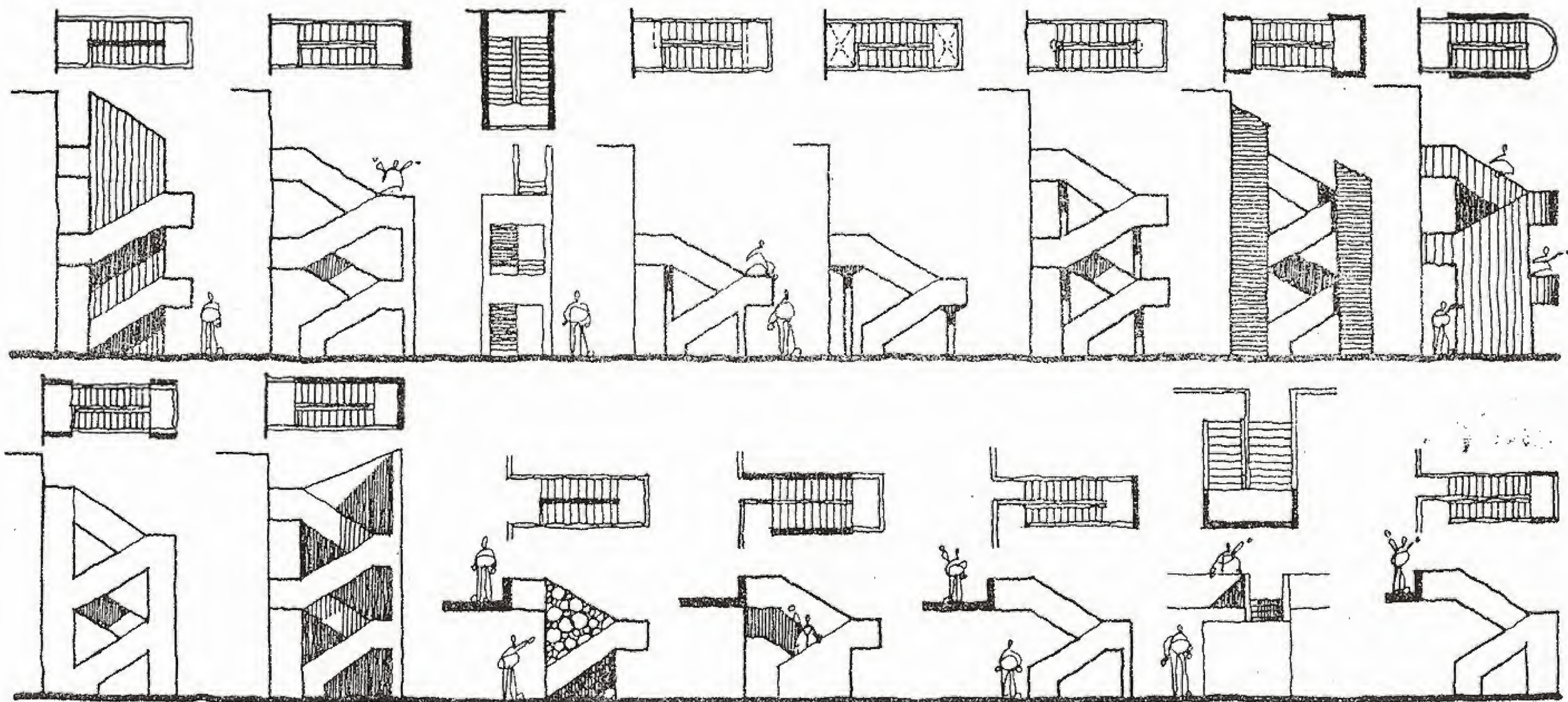
# Steps



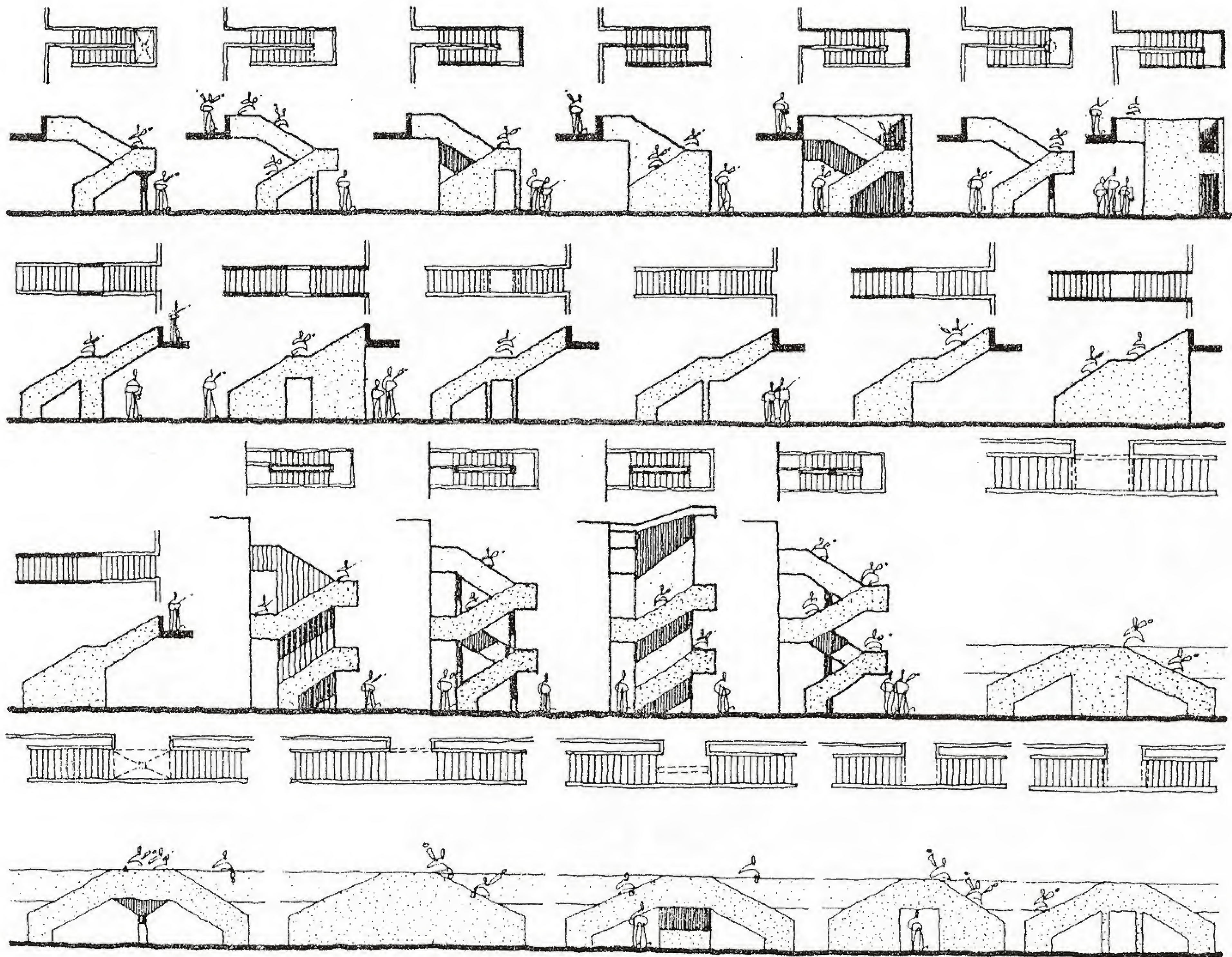




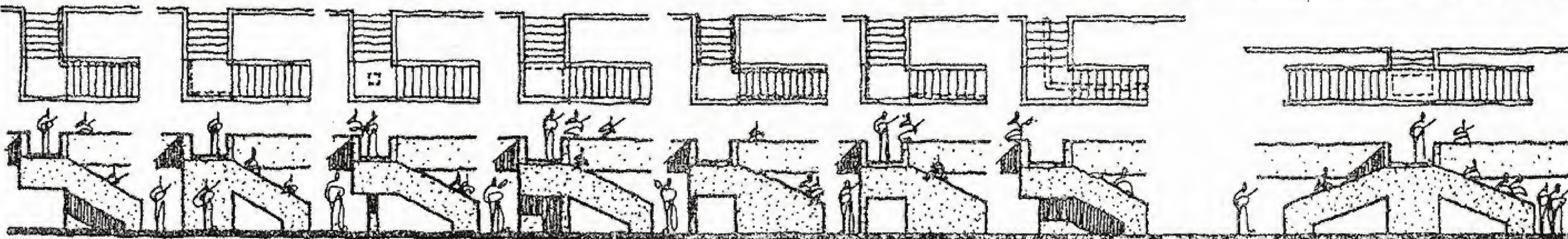
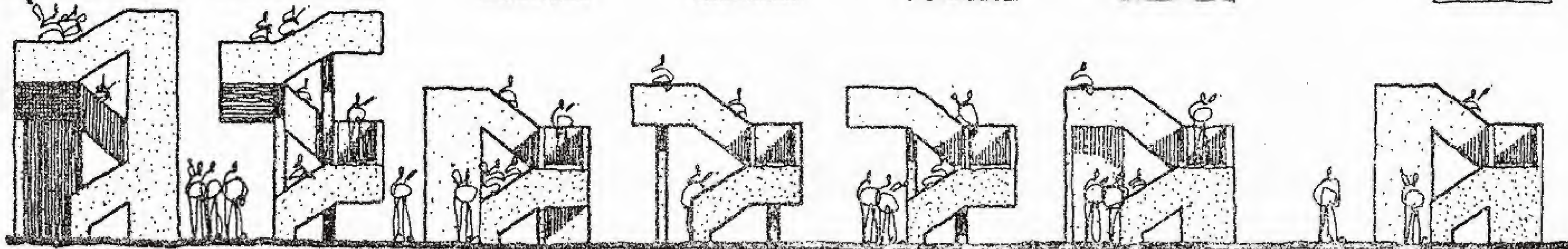
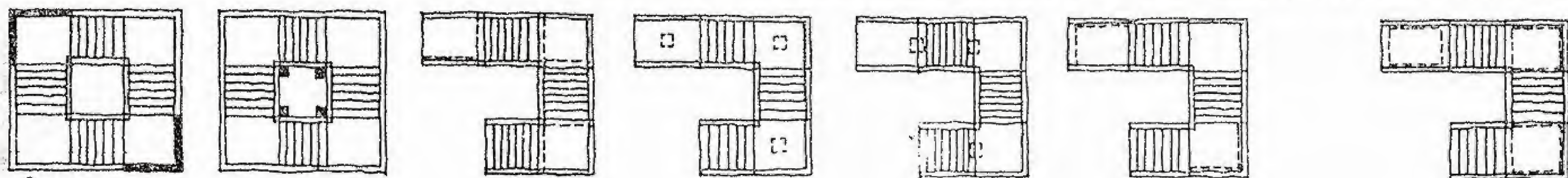
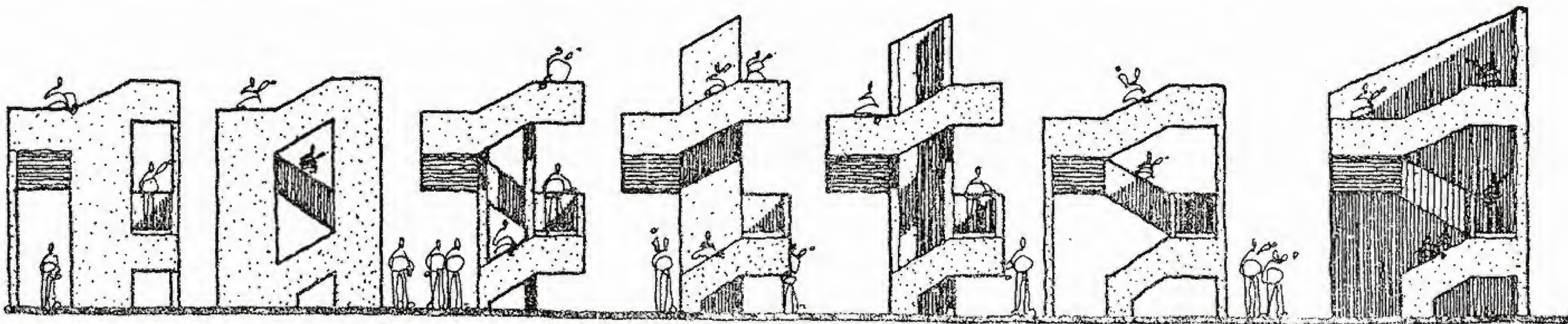
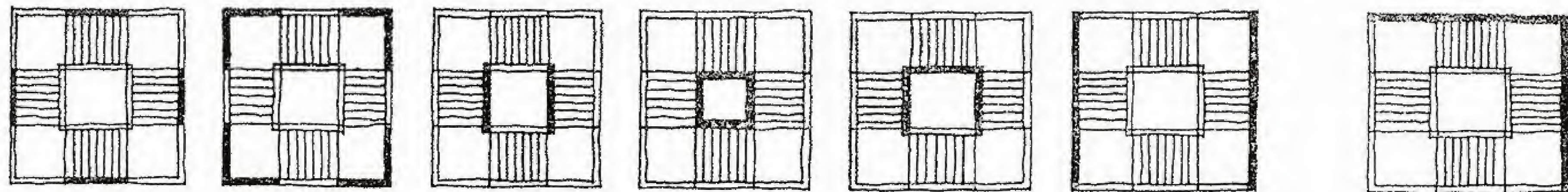
# Stairs



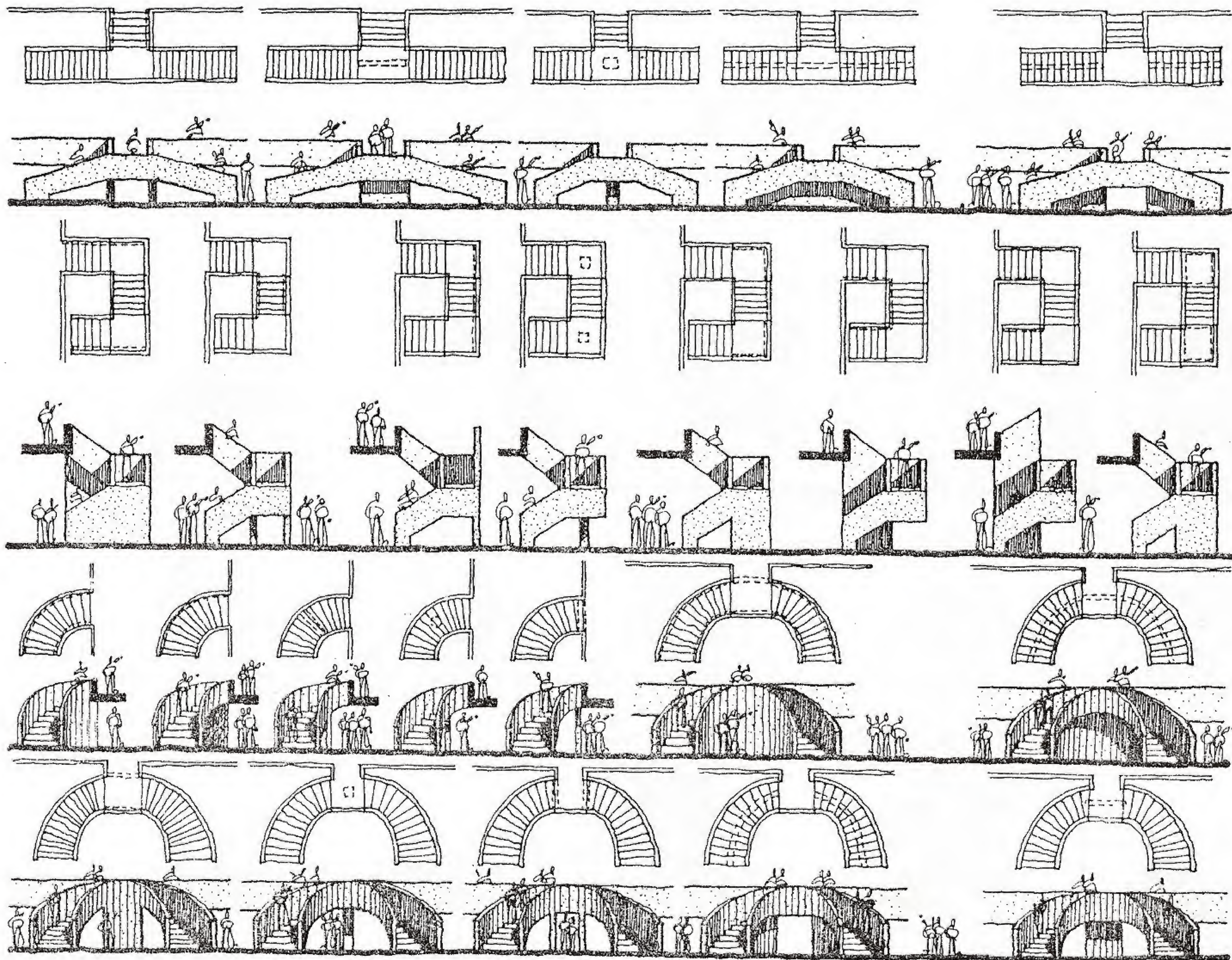




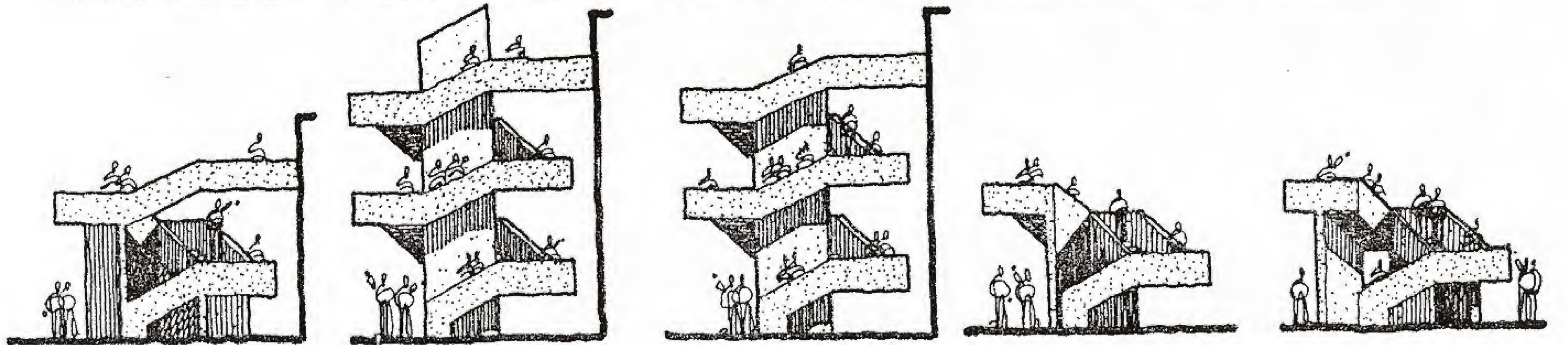
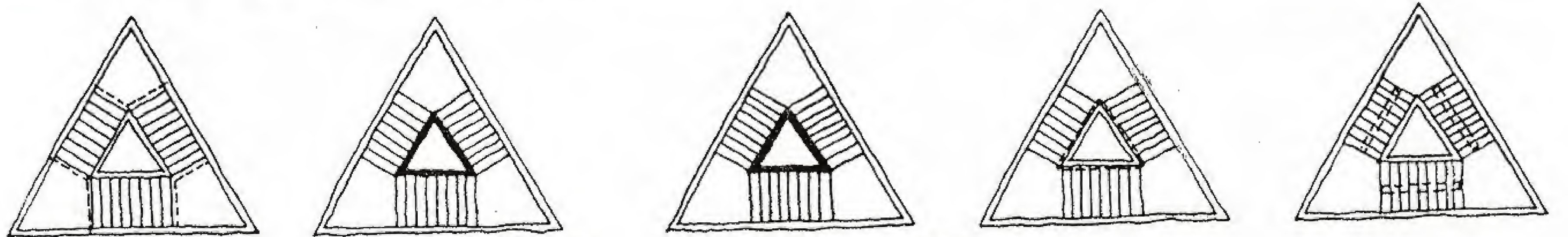
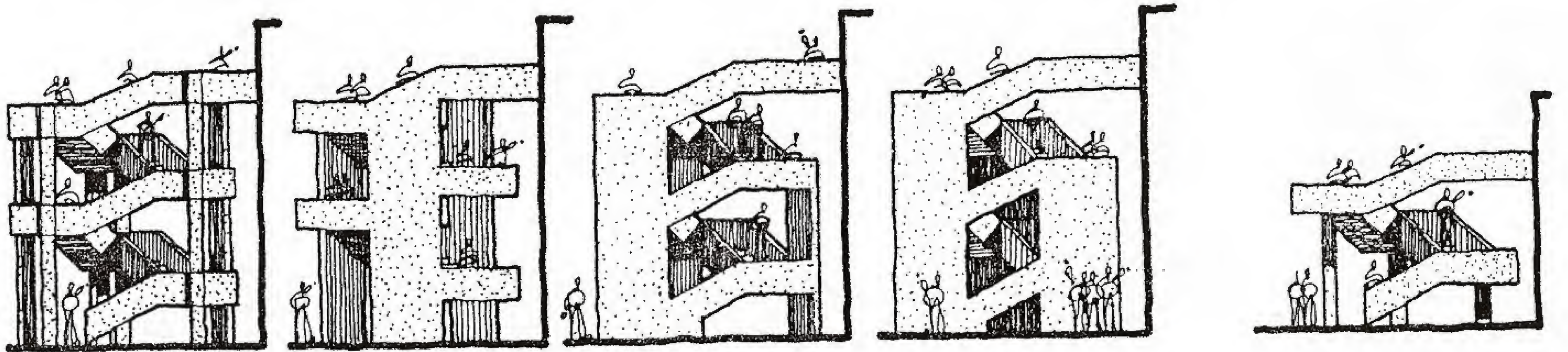
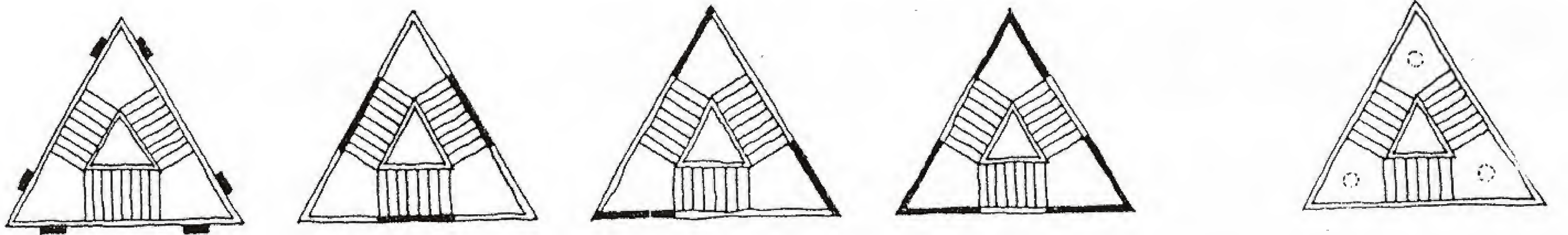




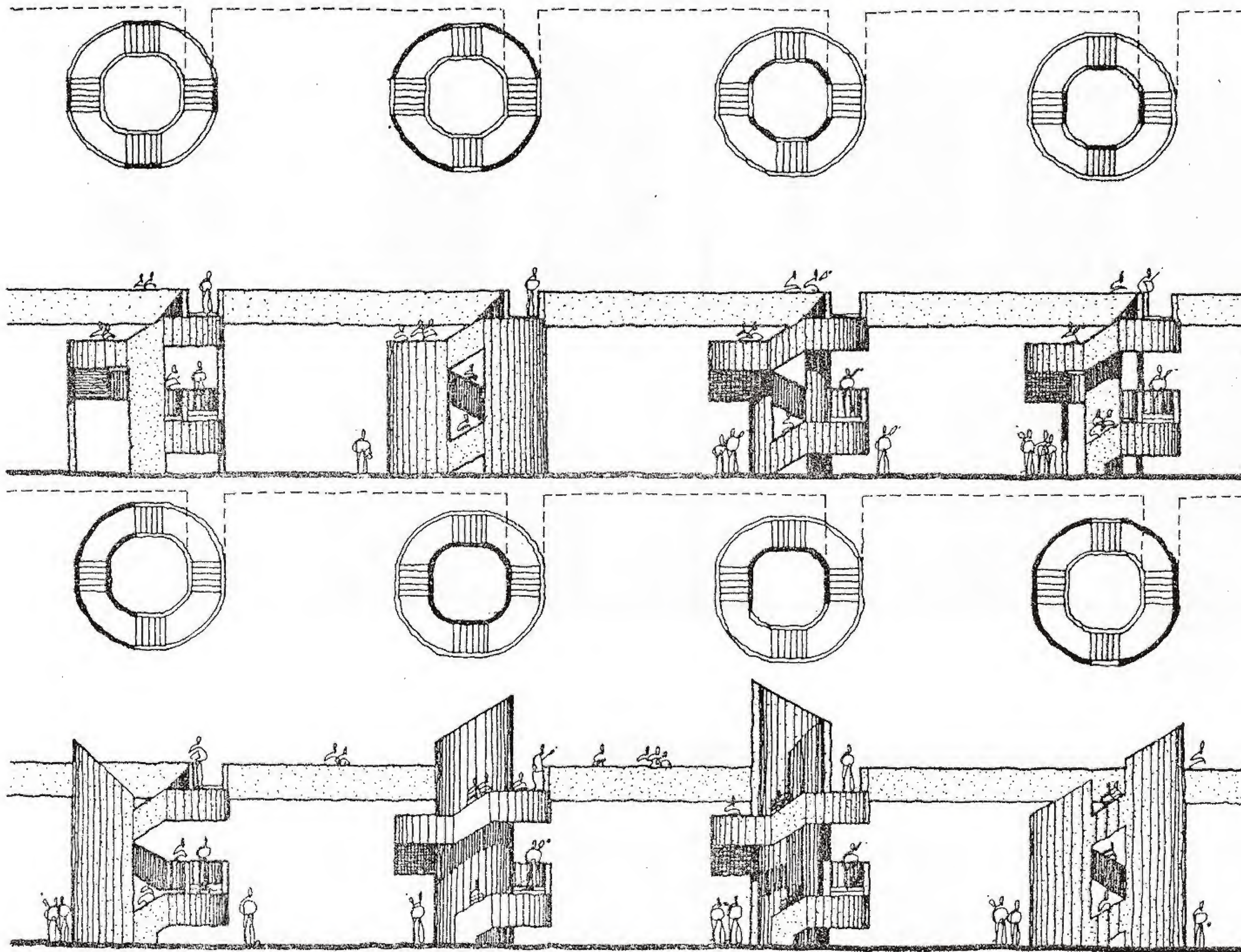




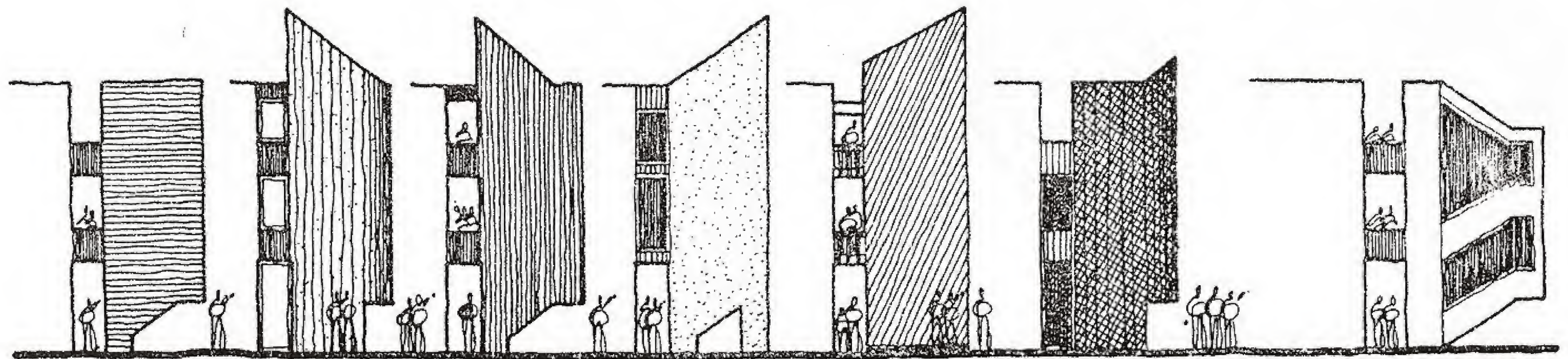




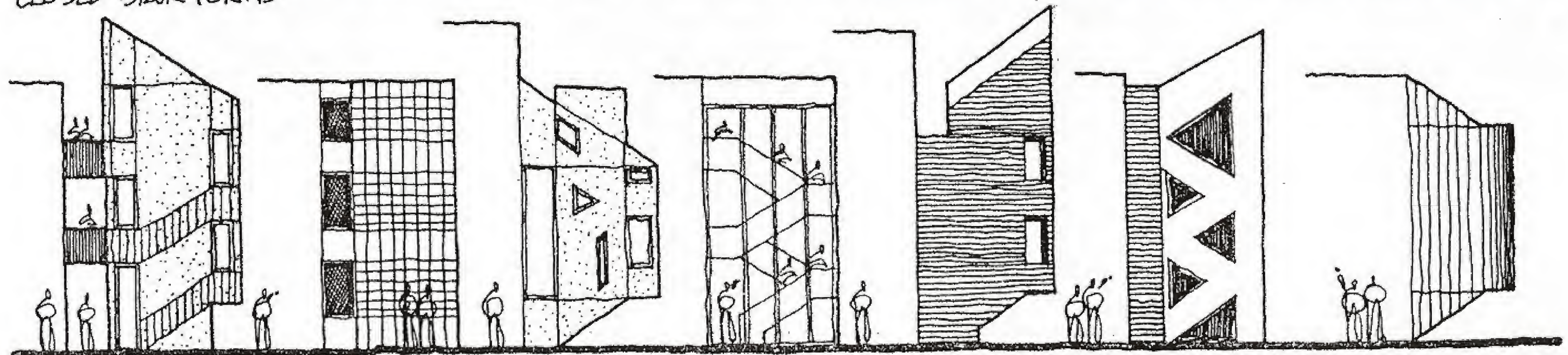






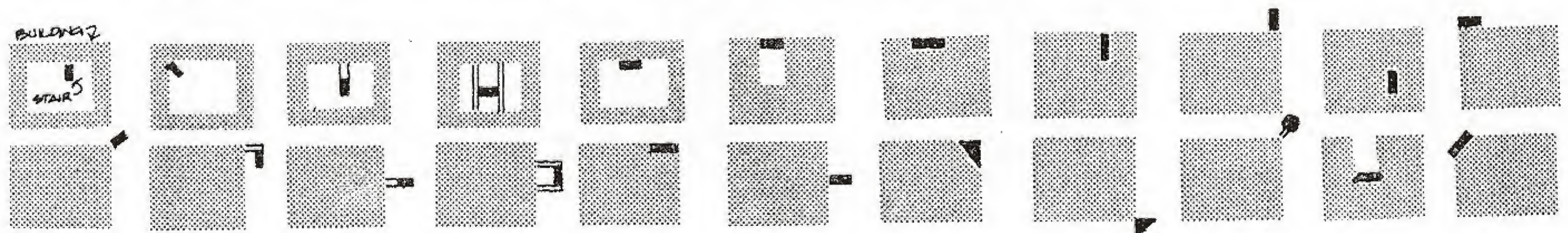


CLOSED STAIR FORMS



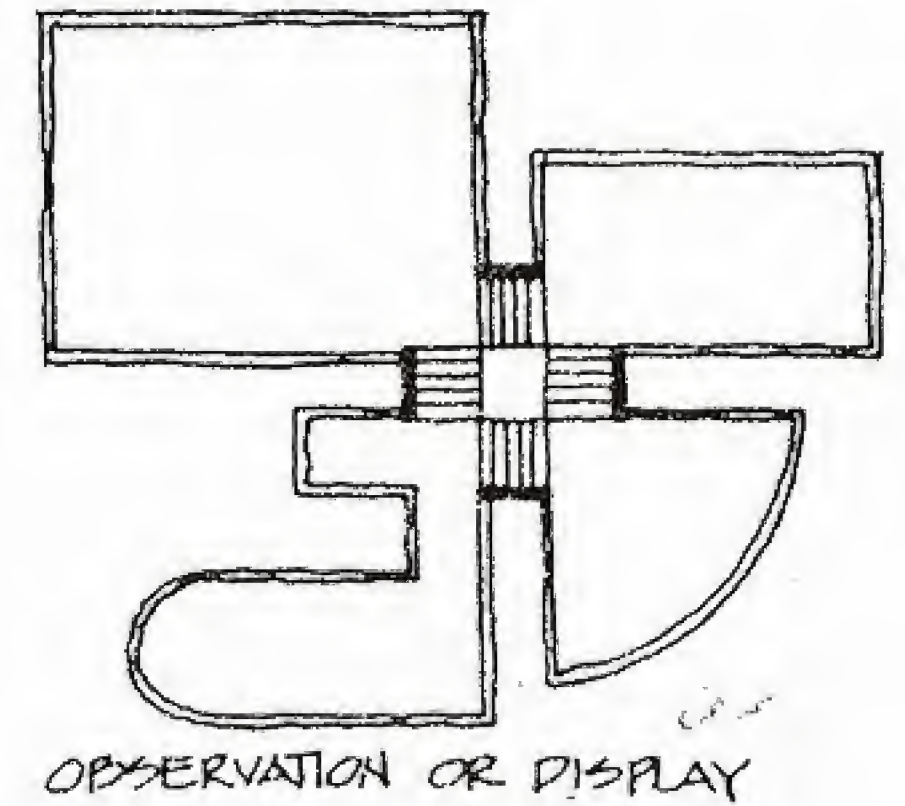
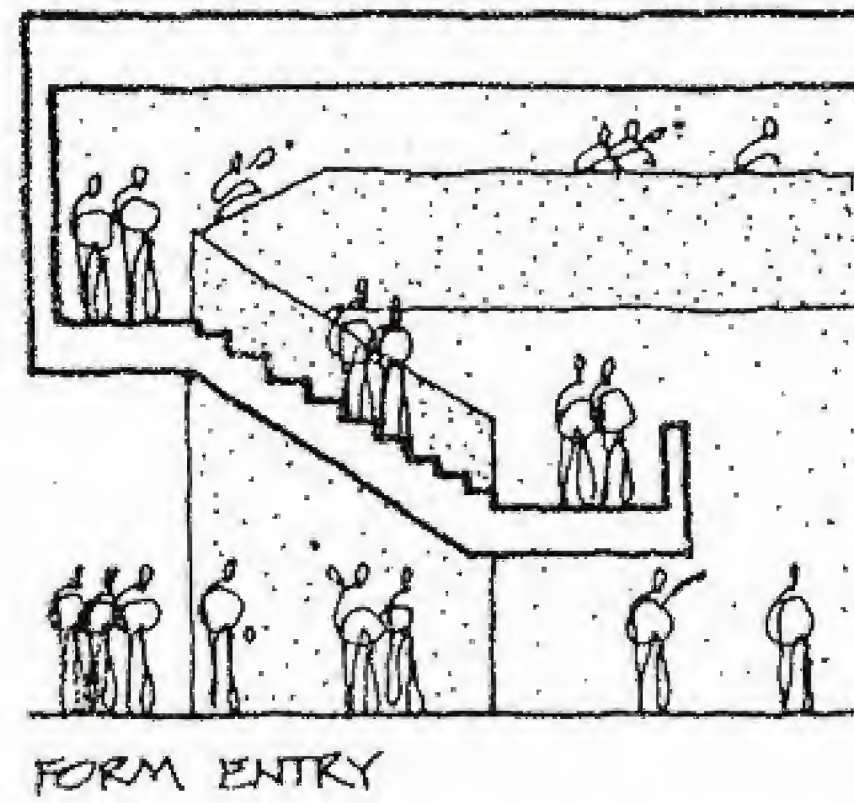
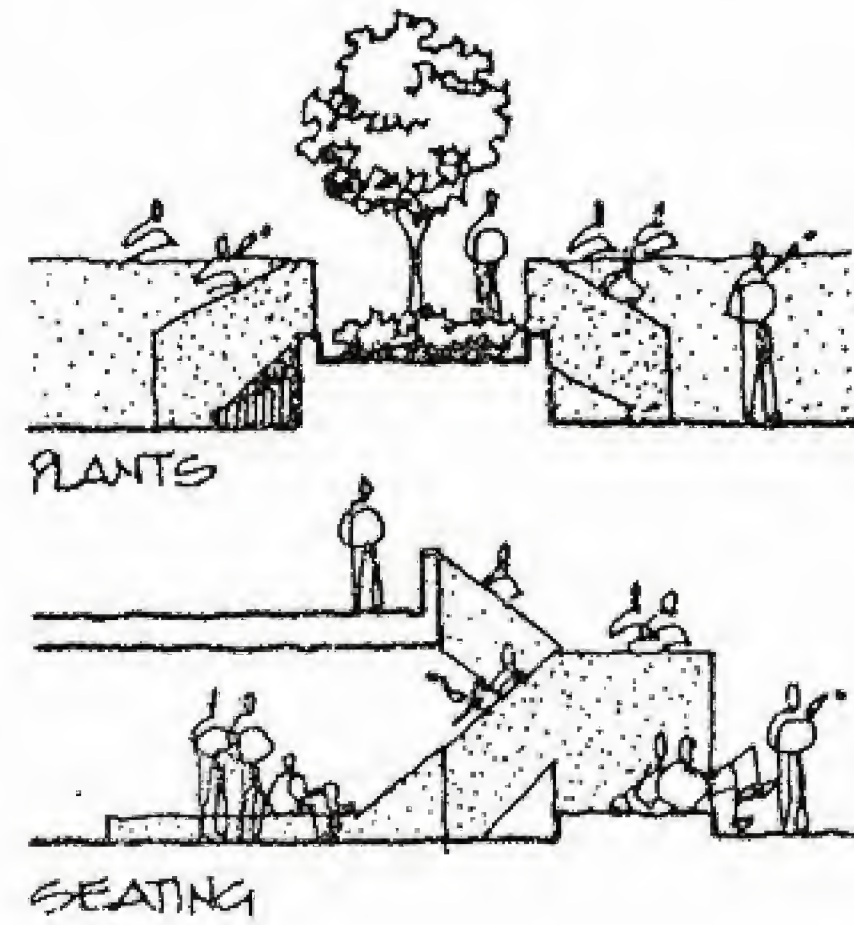
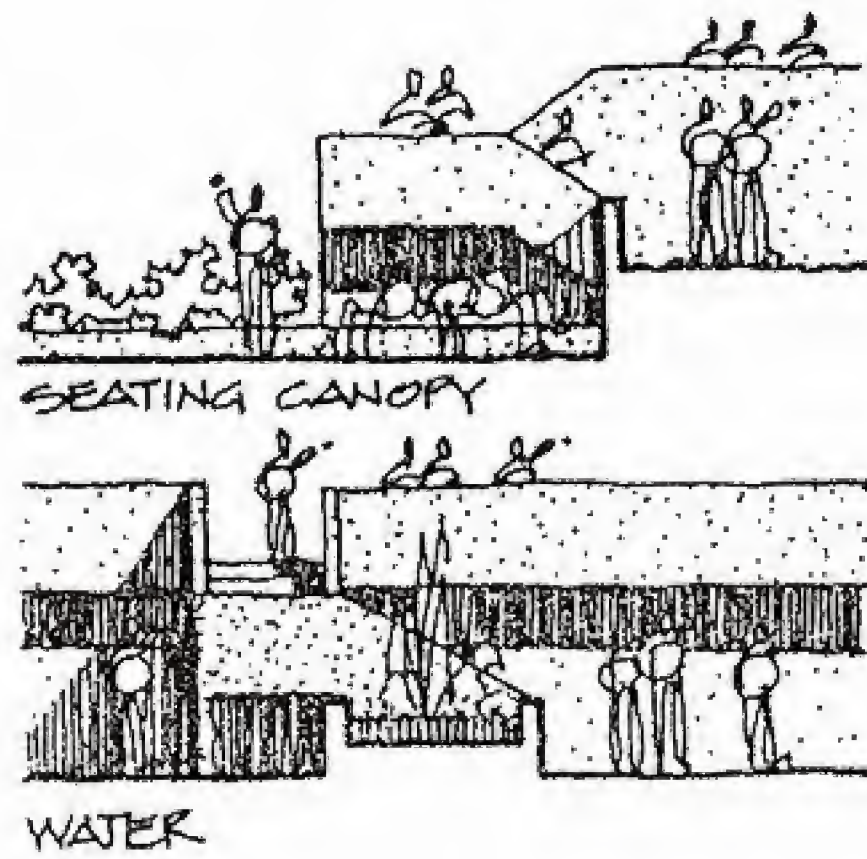
CLOSED STAIR FORMS

## Stair Placement in Relation to Building

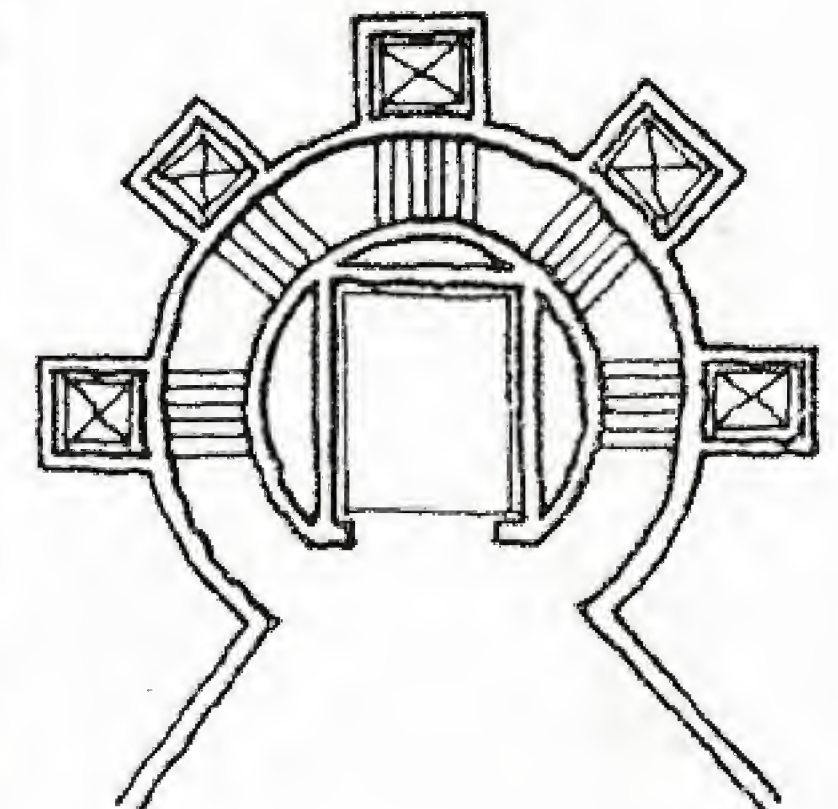
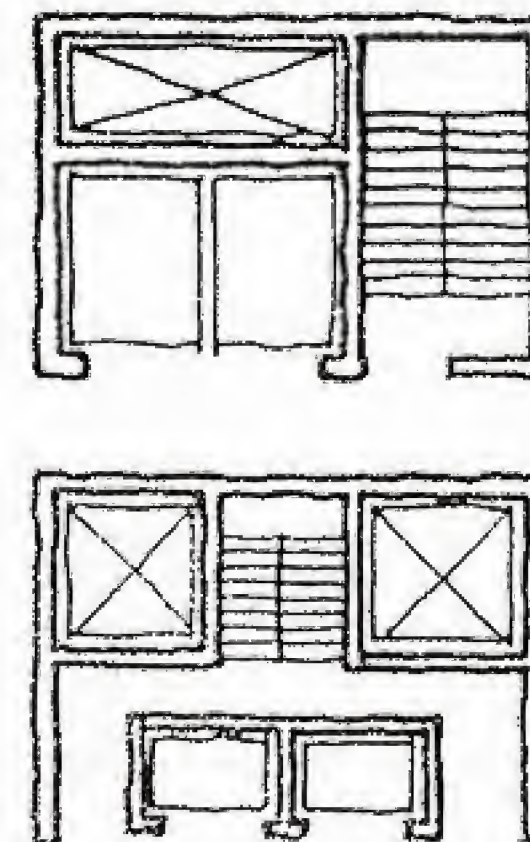
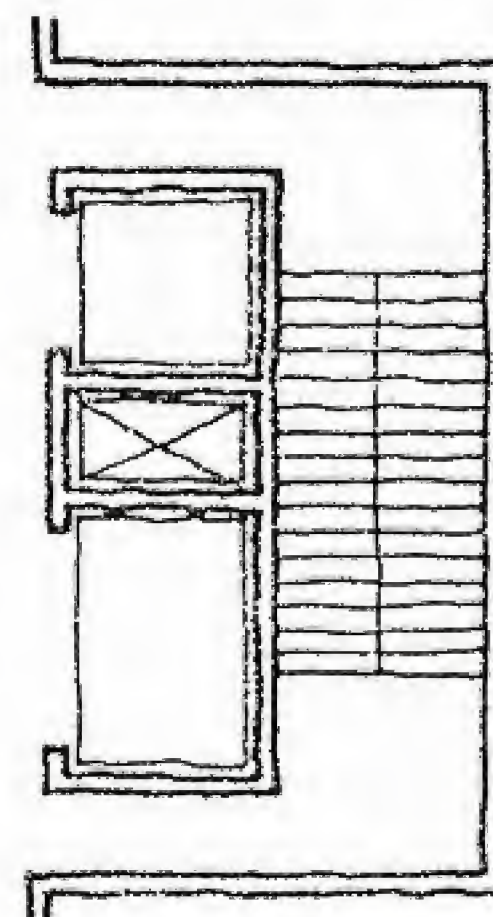
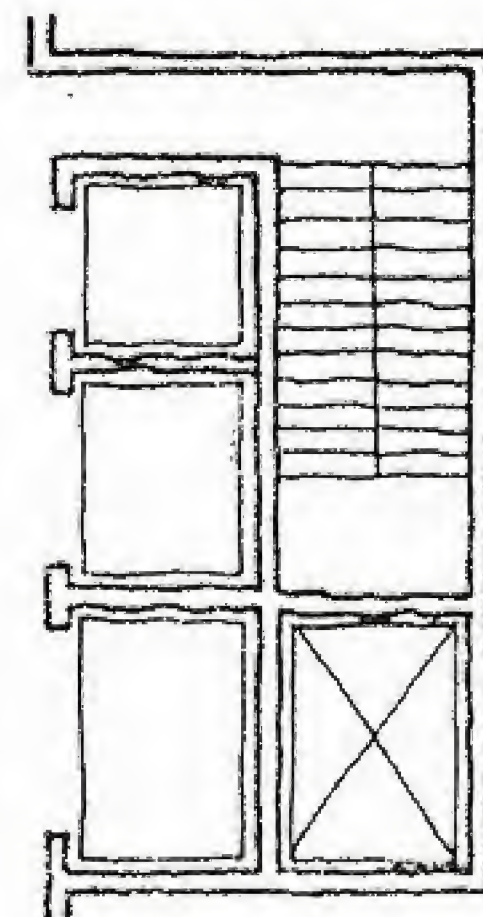
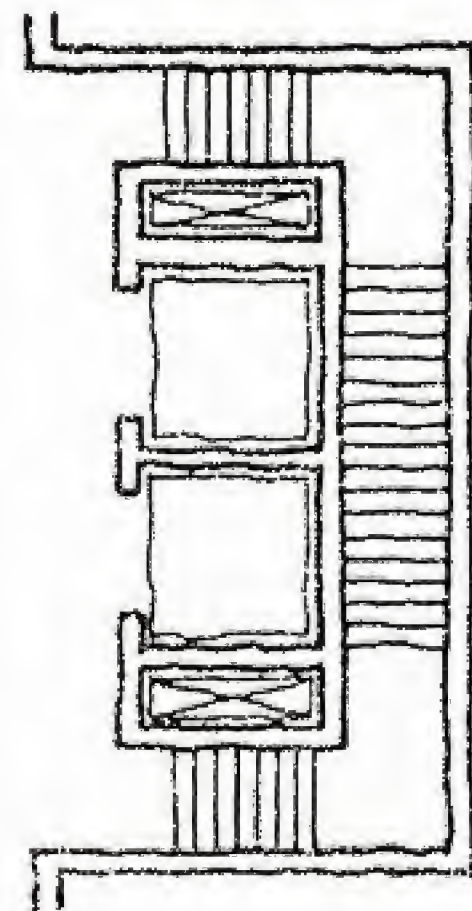
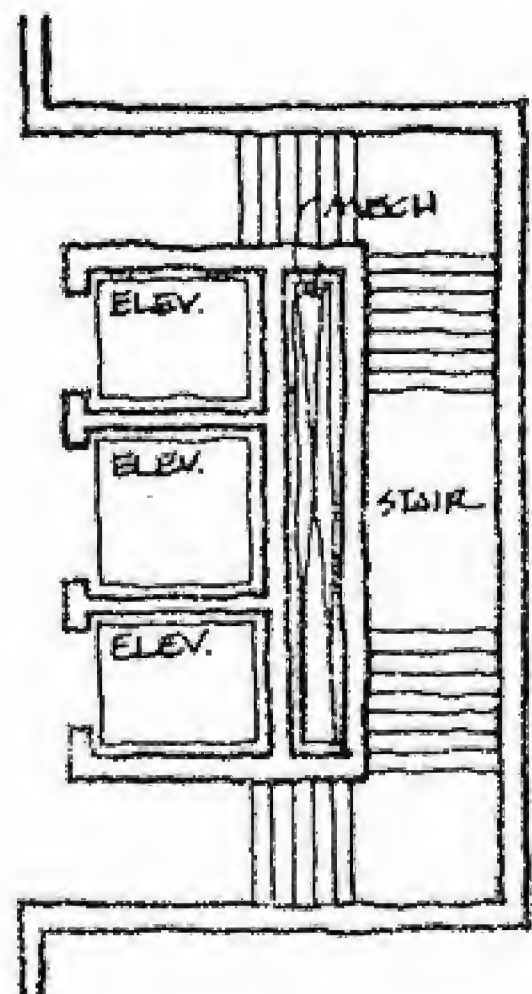




# Additional Stair Roles

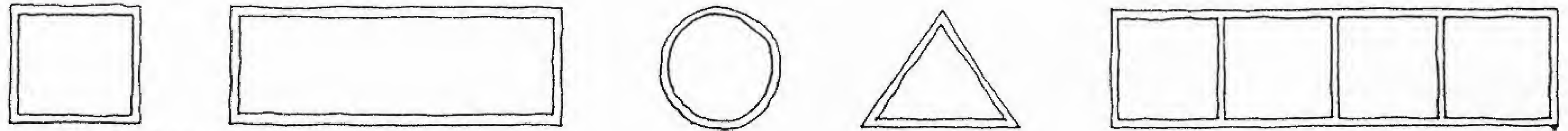


## Shafts

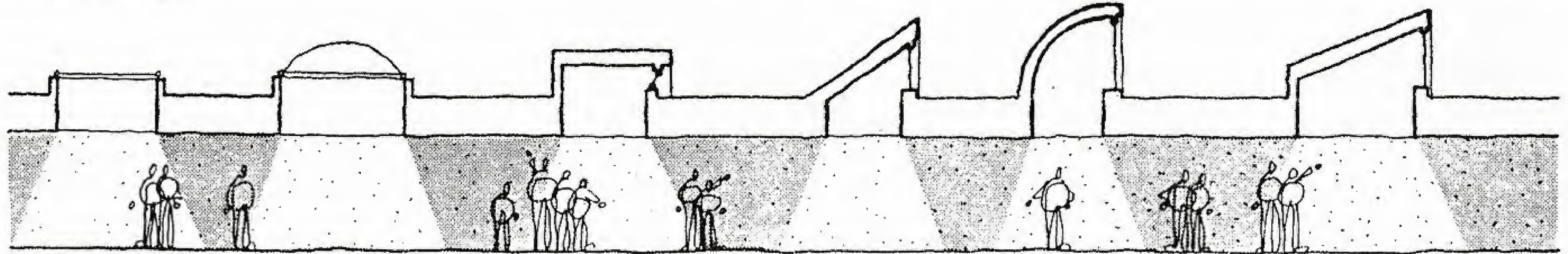




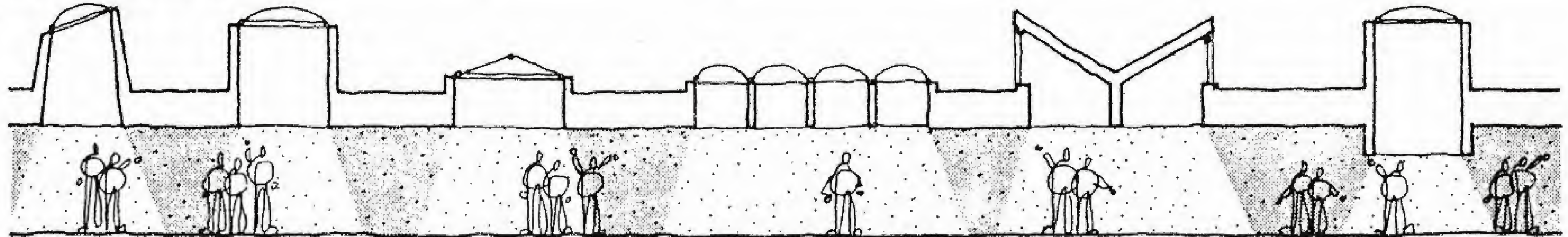
# Skylights



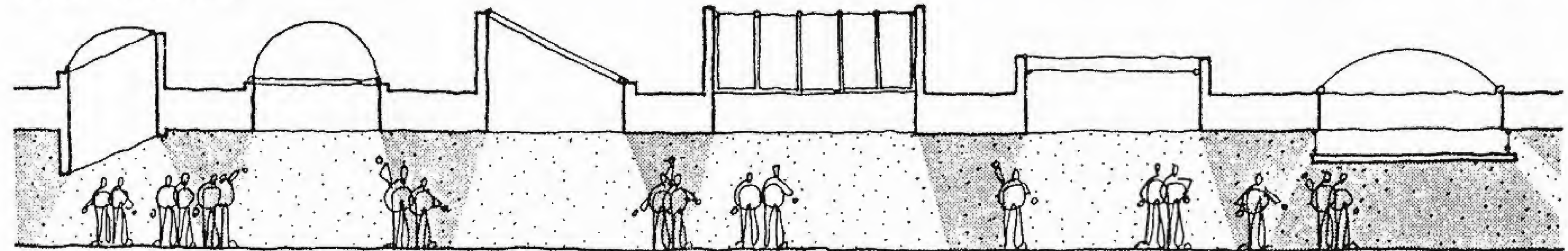
FORMS IN PLAN



FORMS IN SECTION

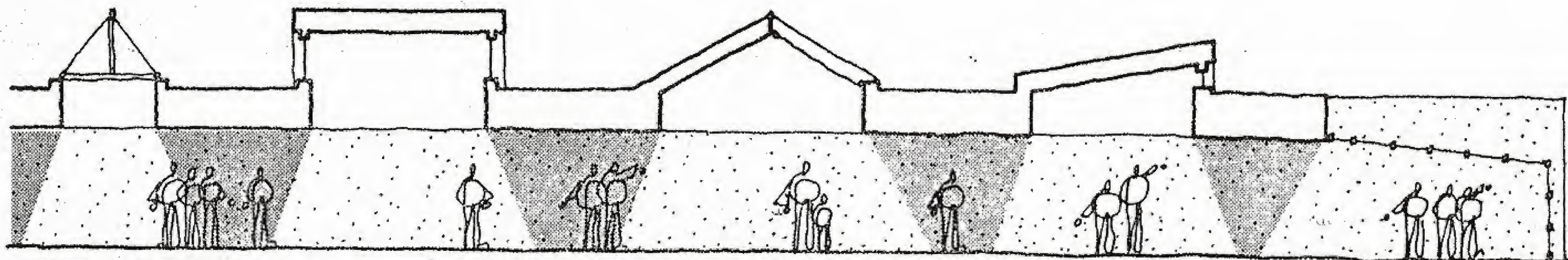


FORMS IN SECTION

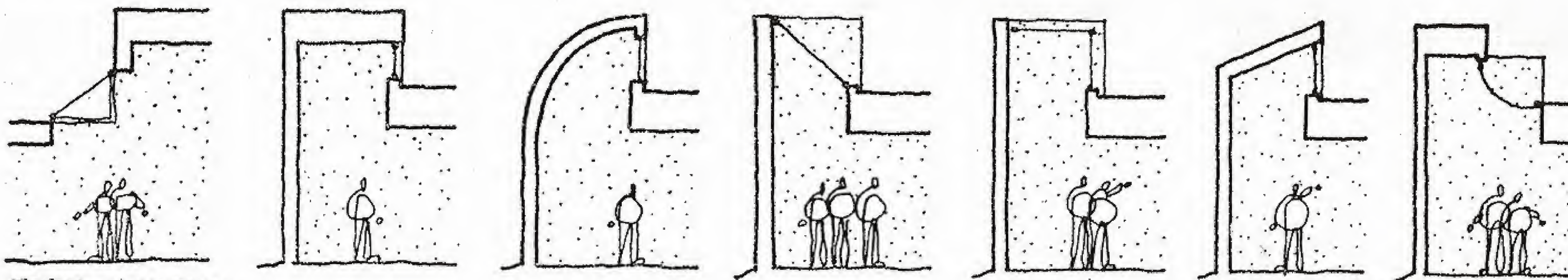


FORMS IN SECTION





FORMS IN SECTION

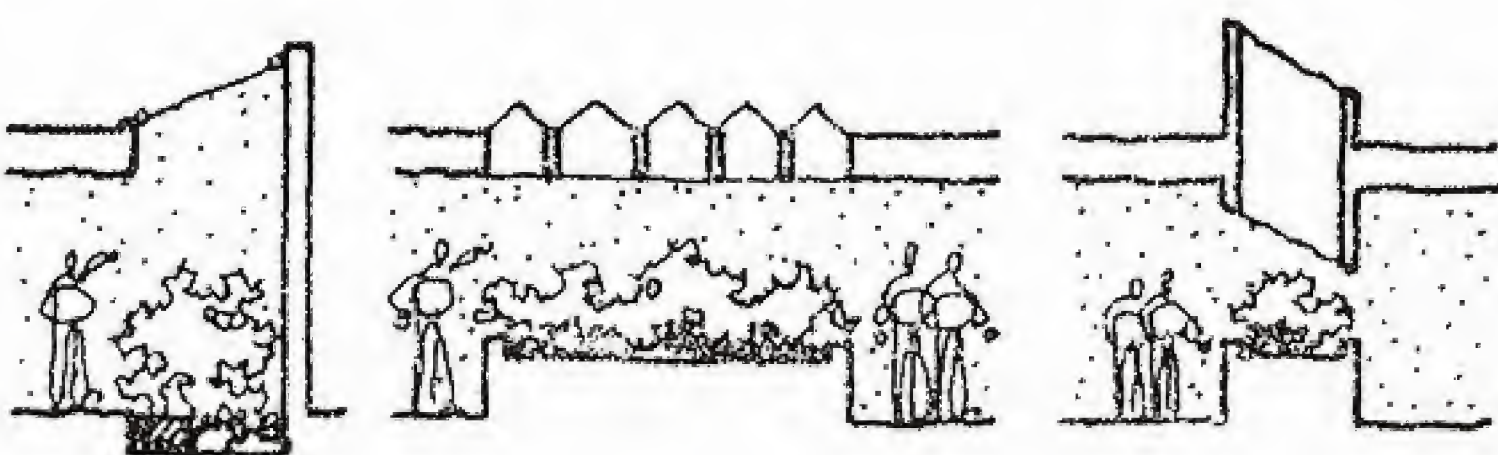


FORMS IN SECTION

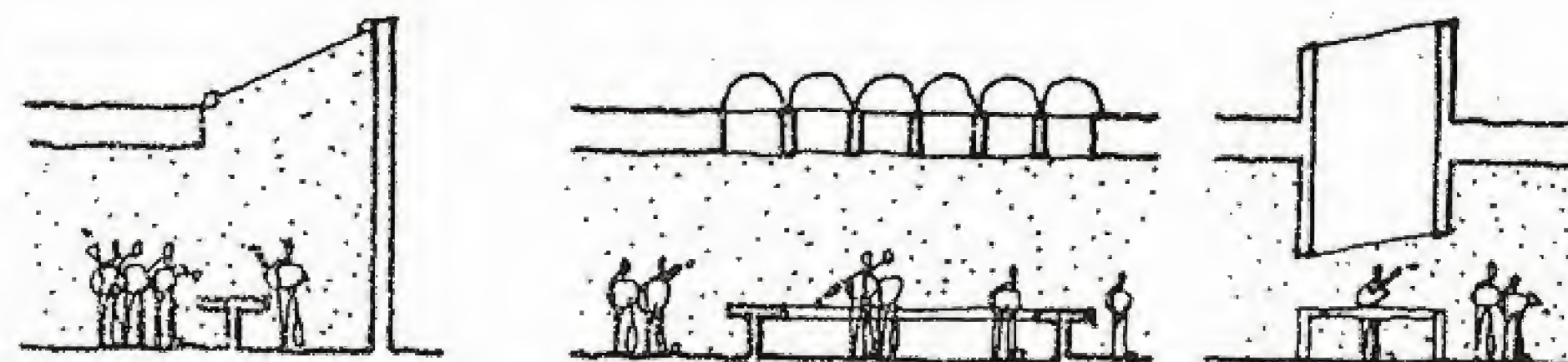


FORMS IN PLAN

## Skylight Roles

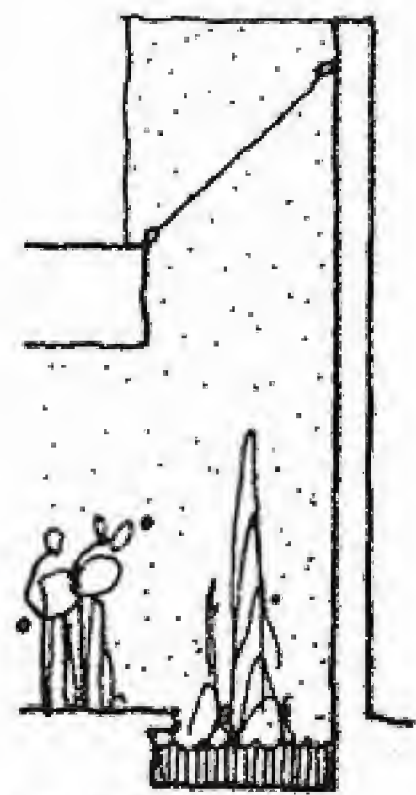


PLANTS

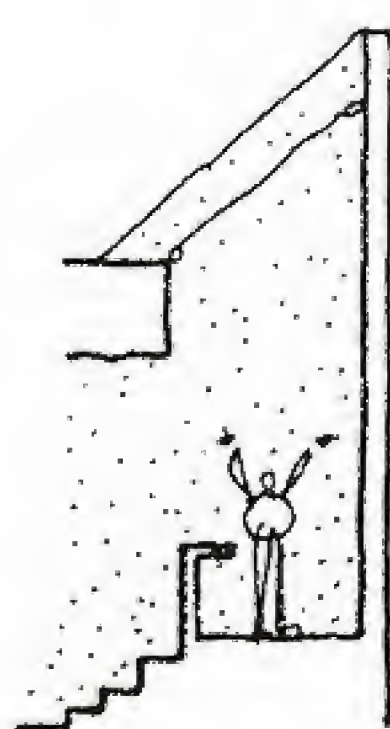
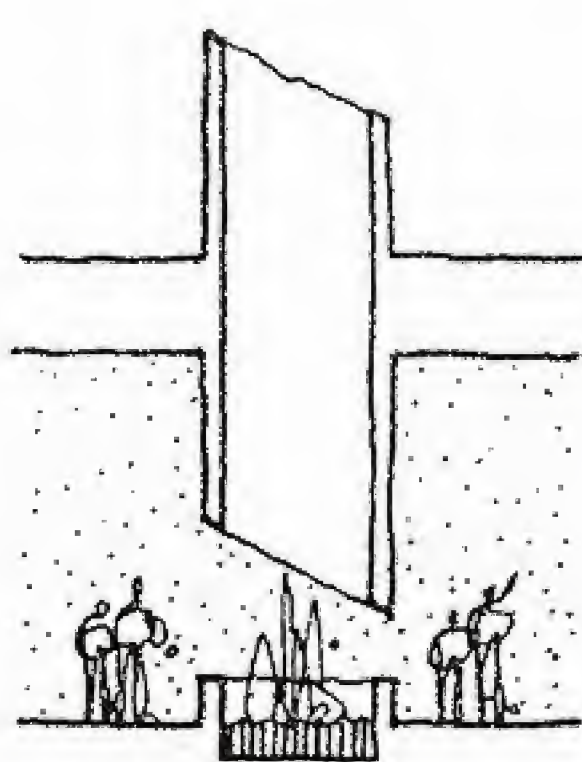
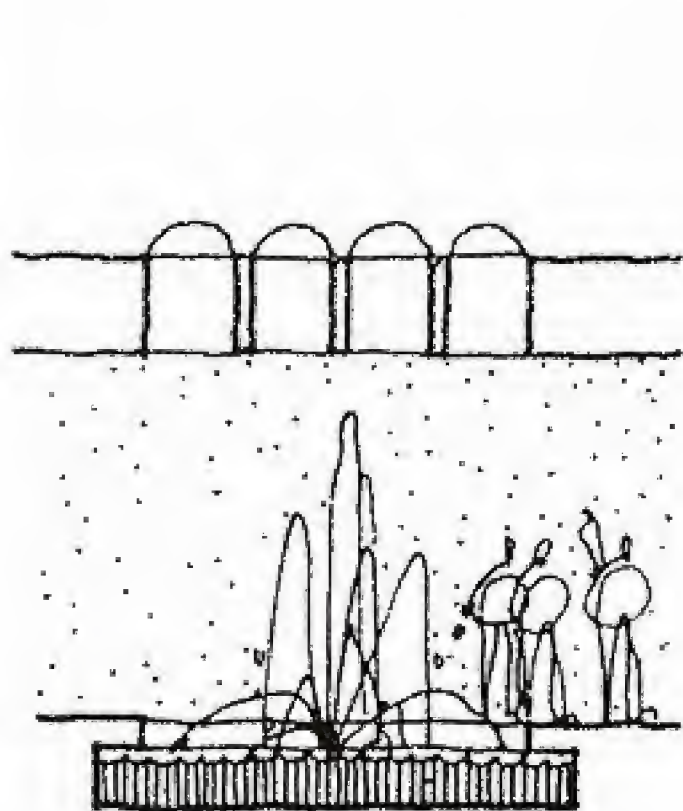


DESKS

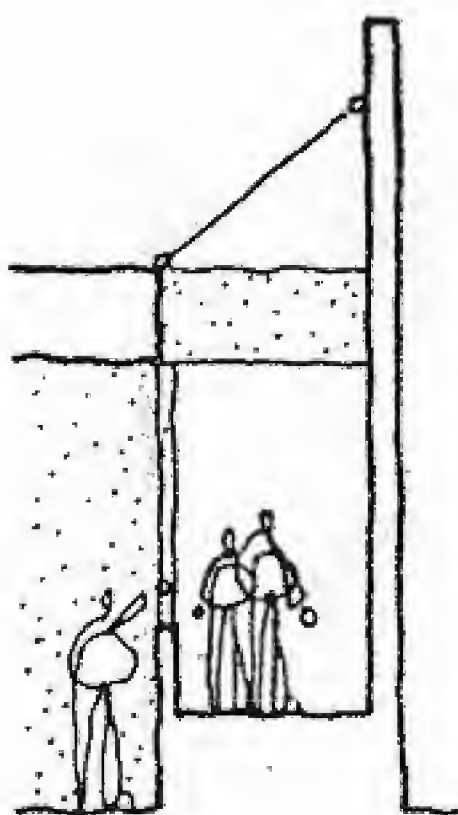
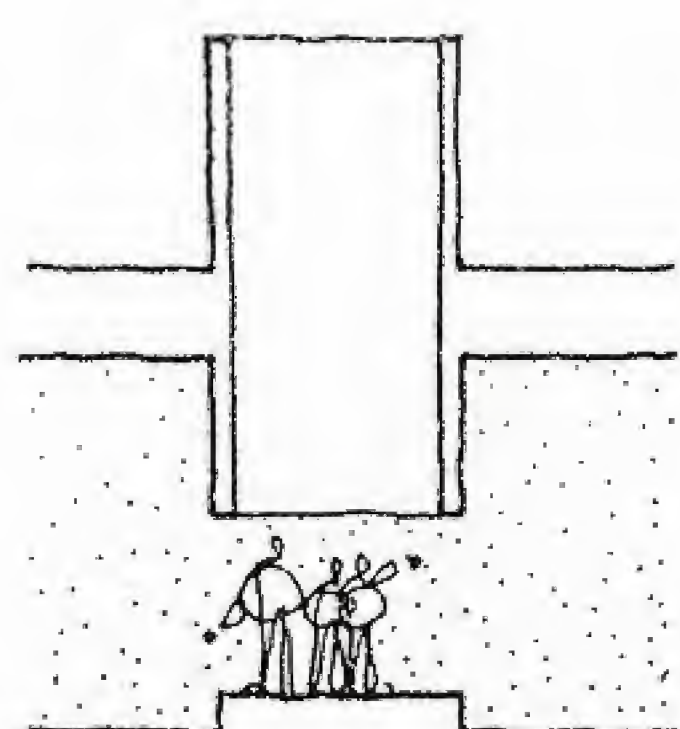
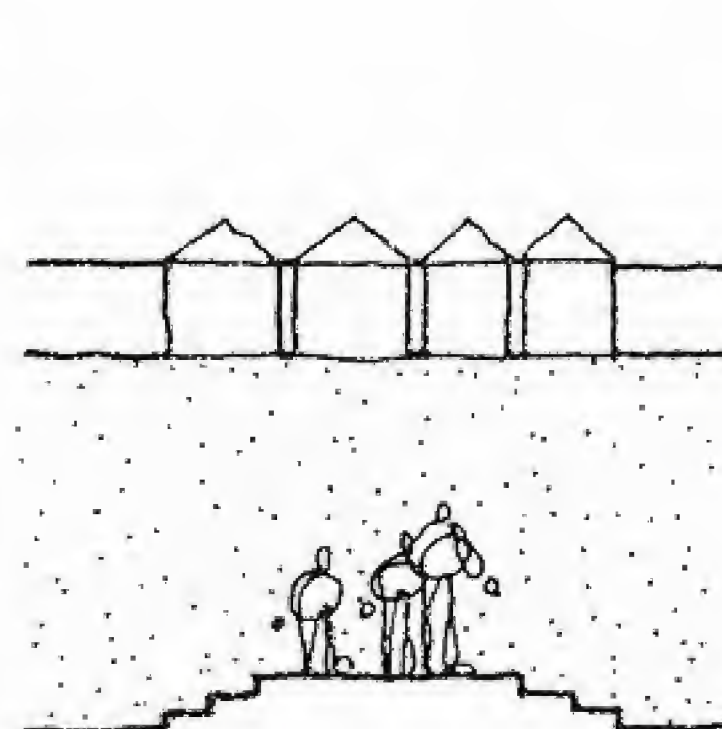




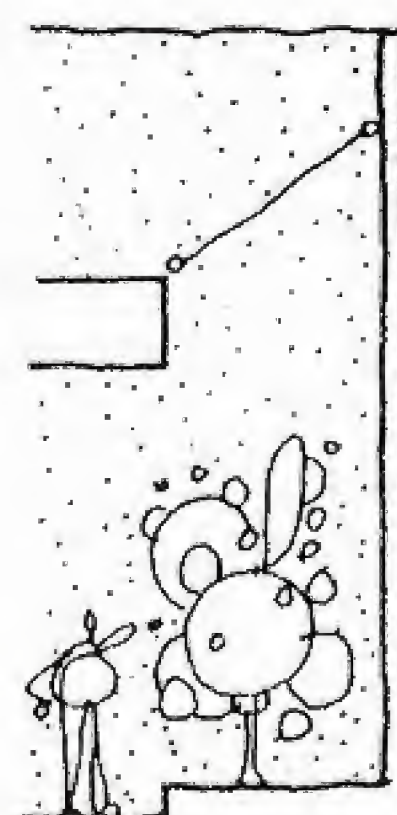
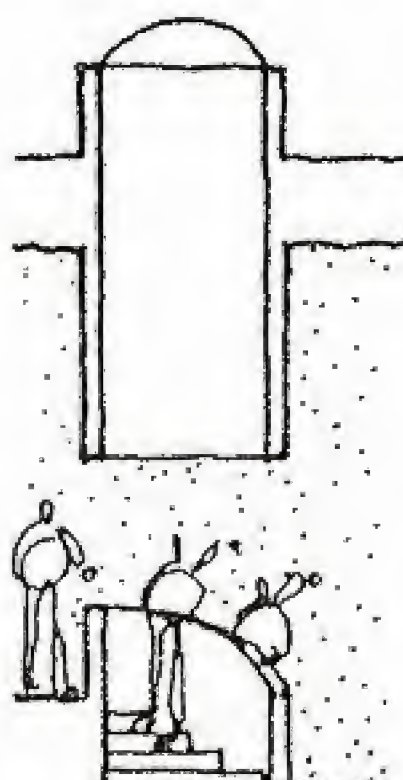
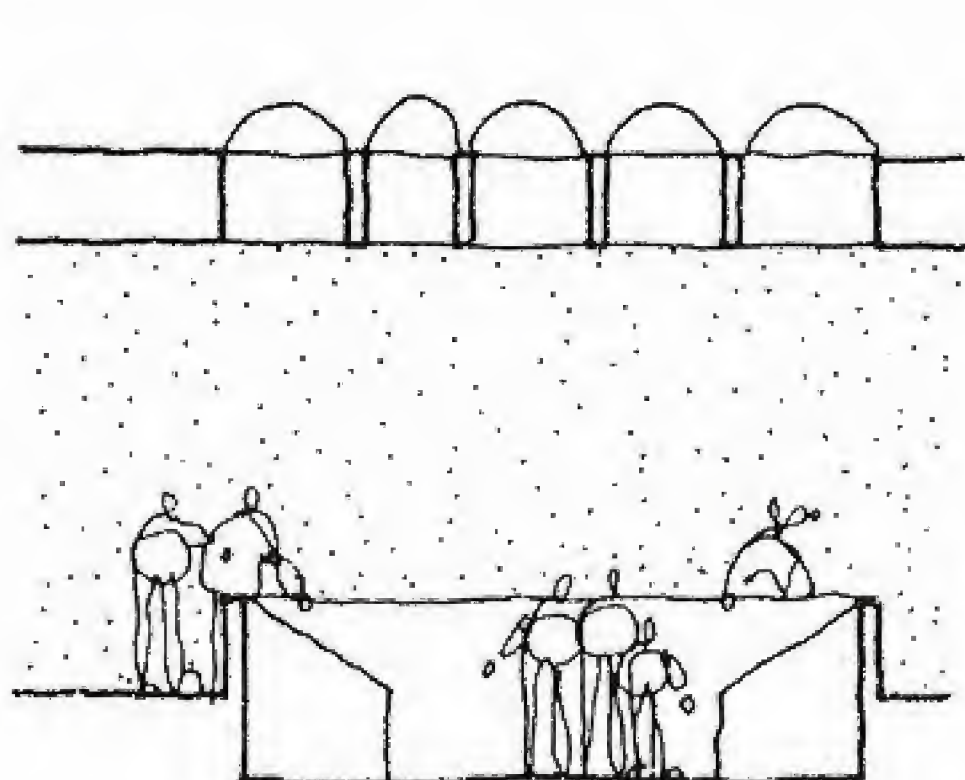
WATER



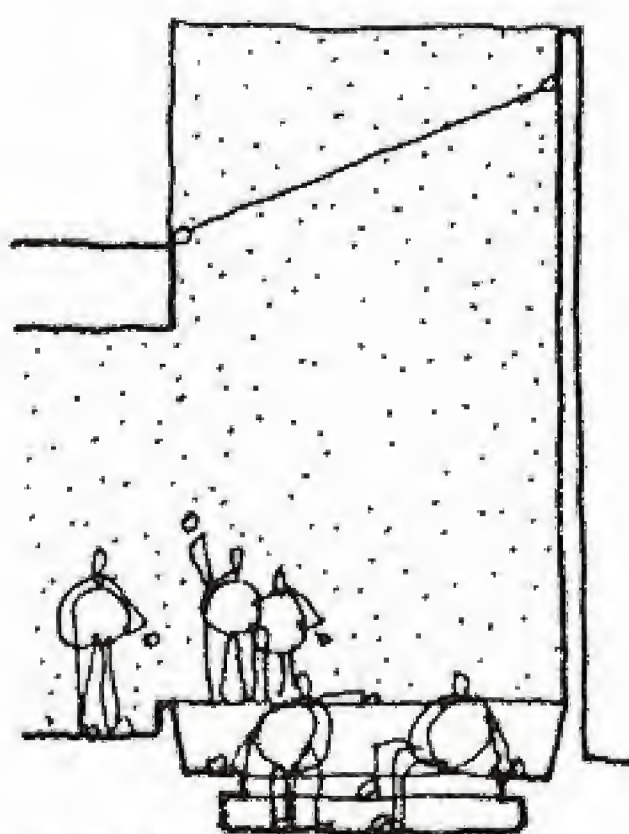
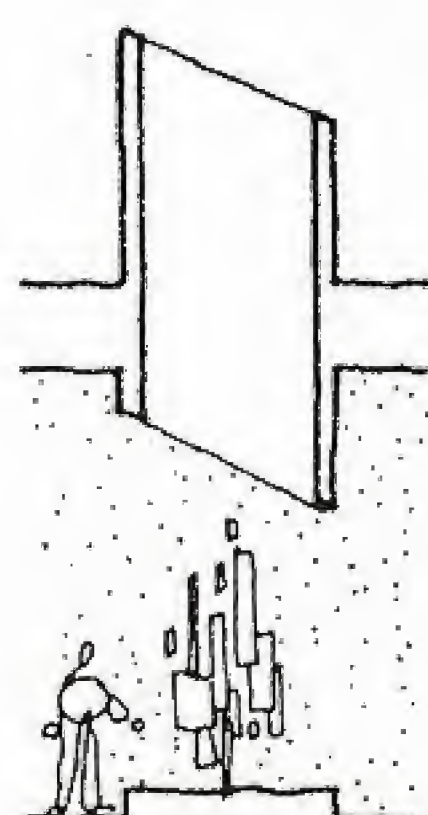
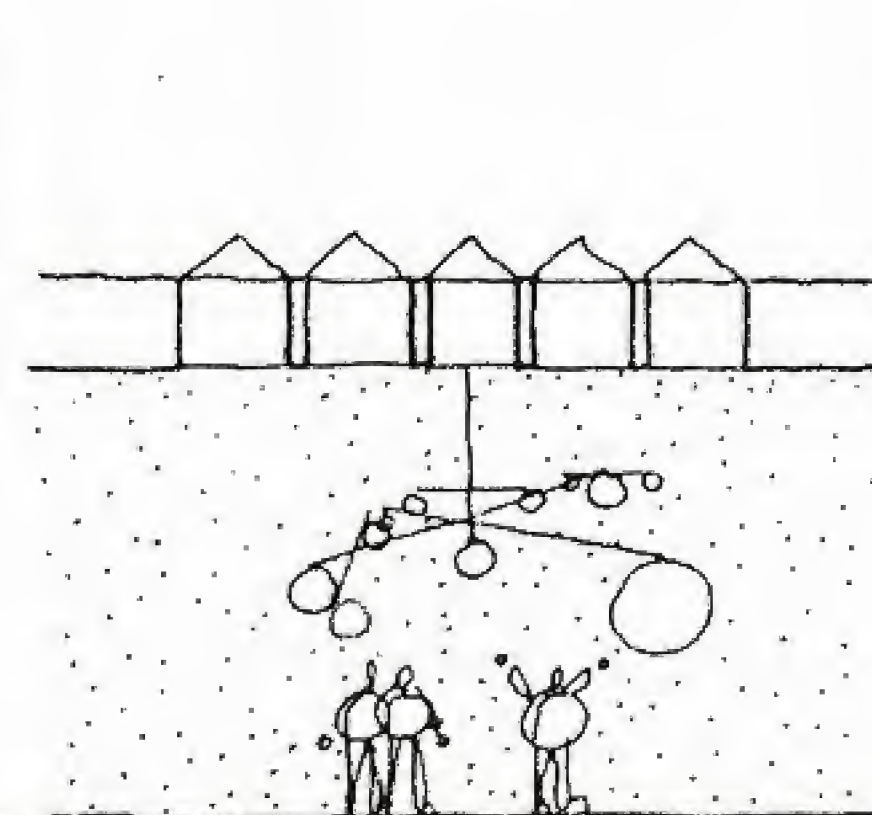
STAGE



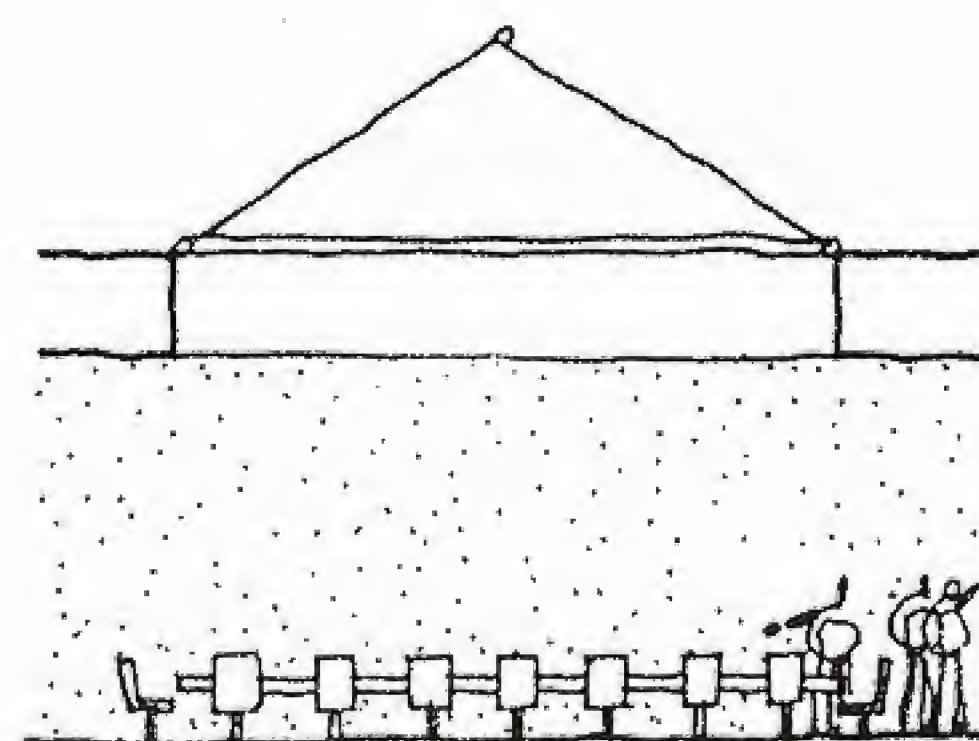
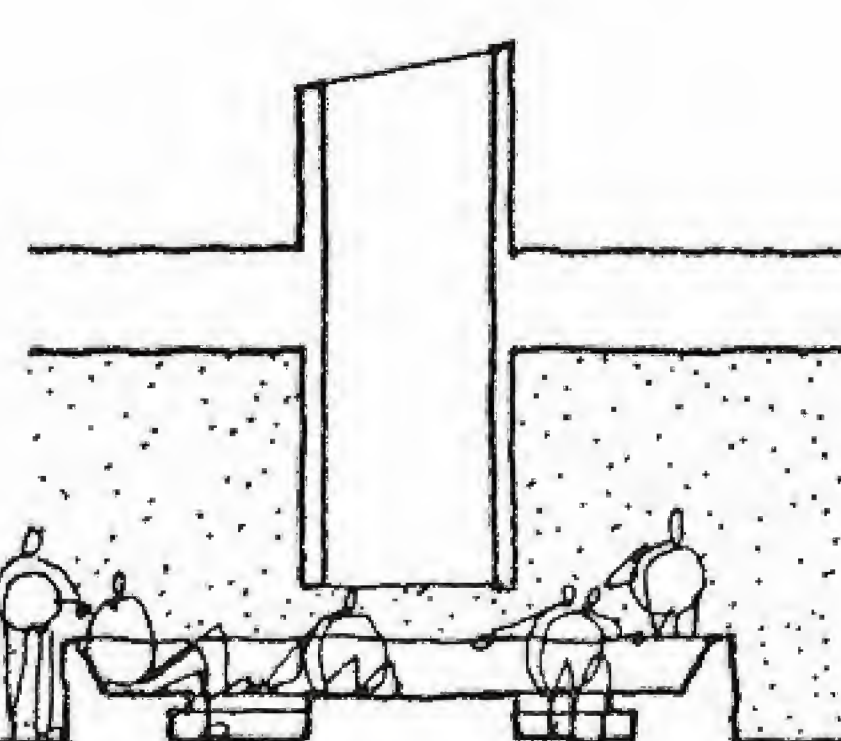
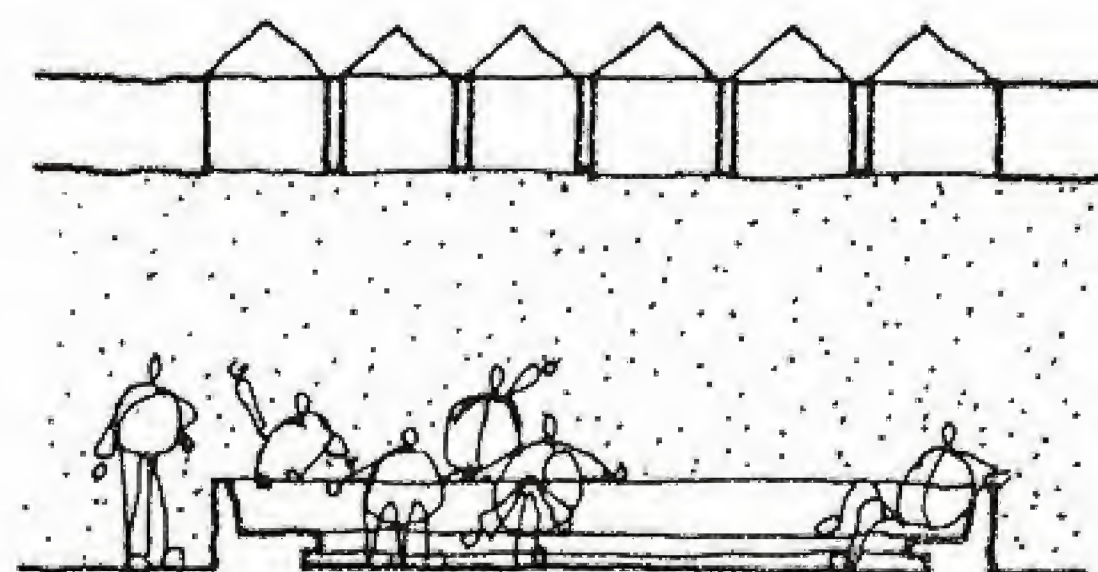
CIRCULATION



ART



SEATING

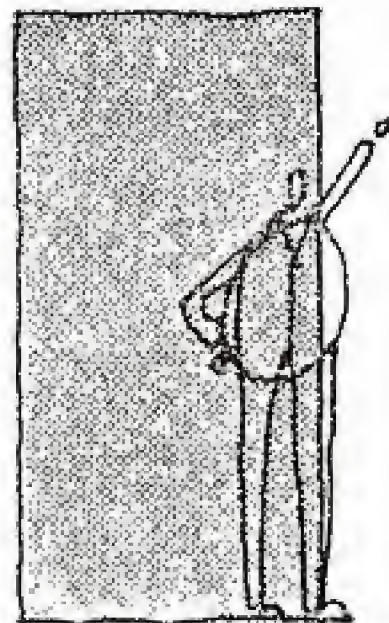




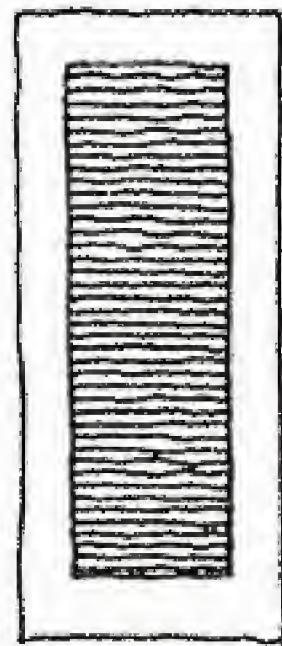
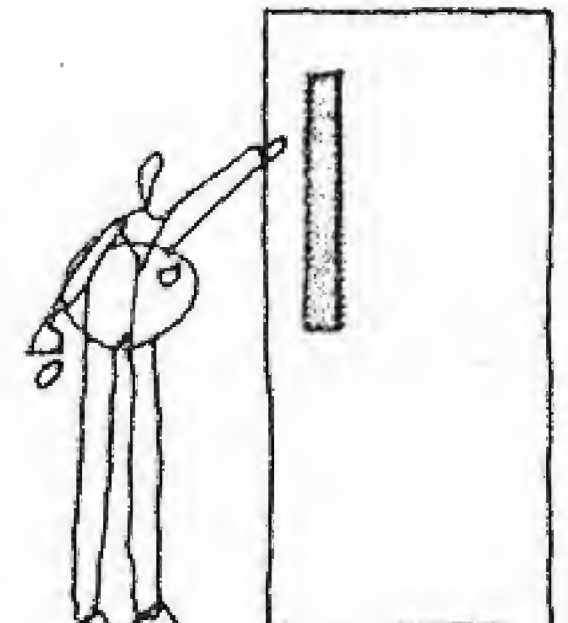
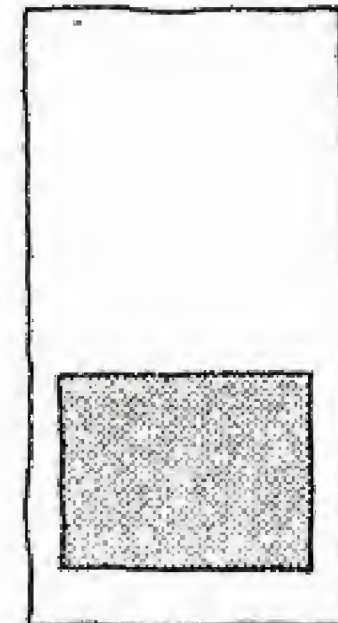
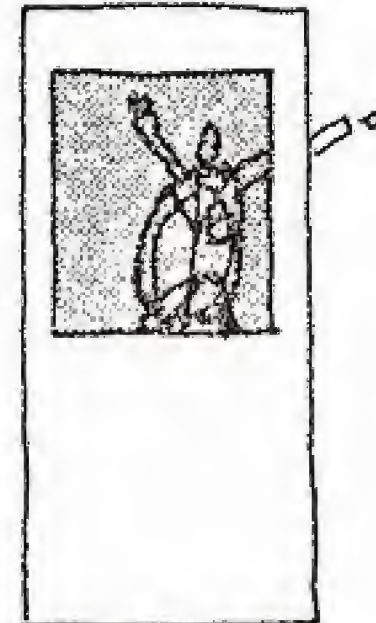
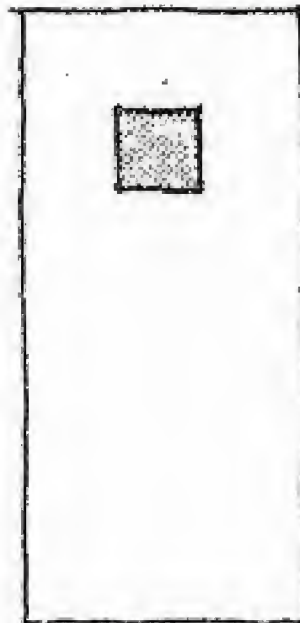
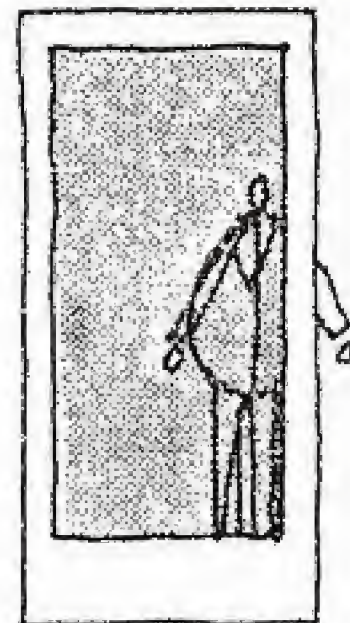
# Doors



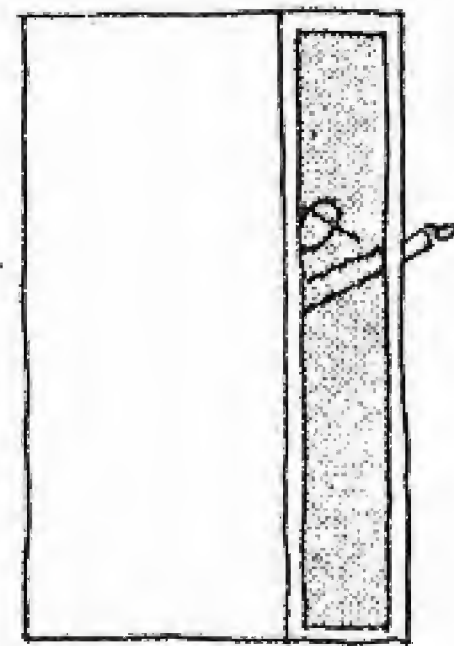
SOLID



GLASS



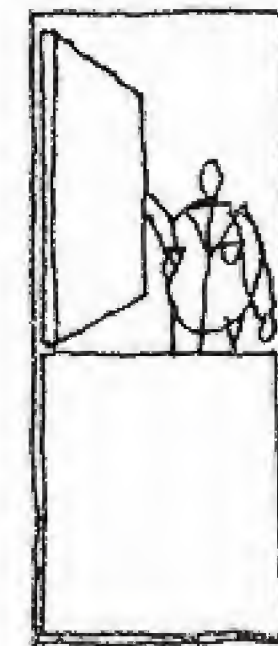
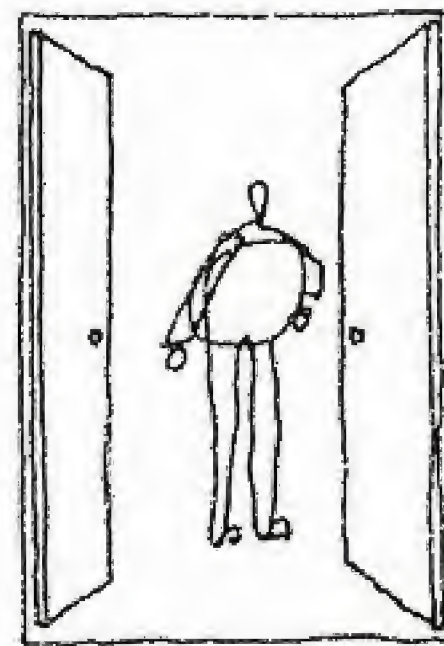
LOUVRE



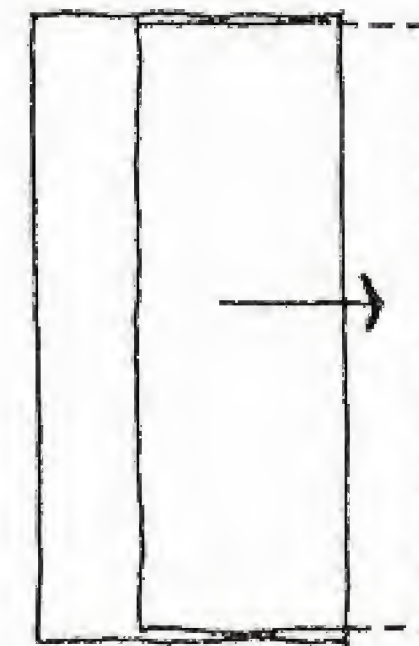
SIDE LIGHT



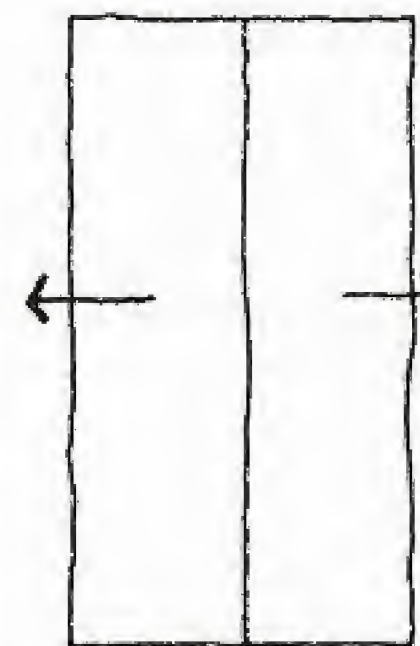
TRANSOM



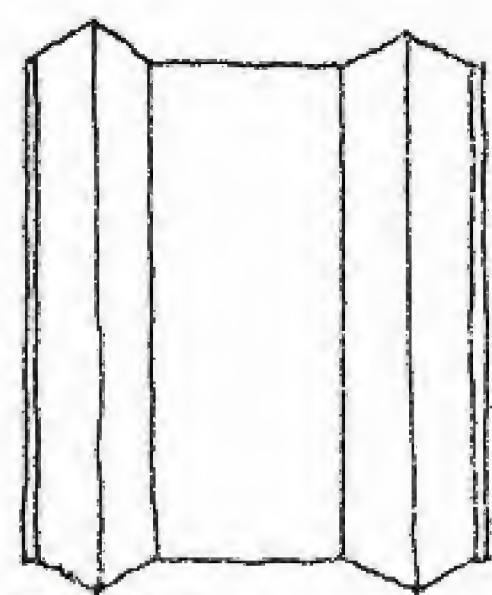
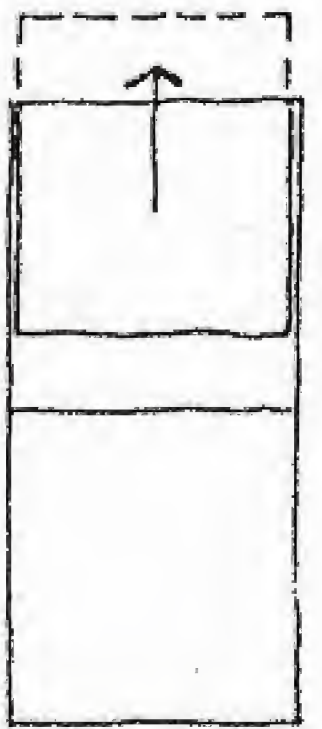
DUTCH



SLIDING



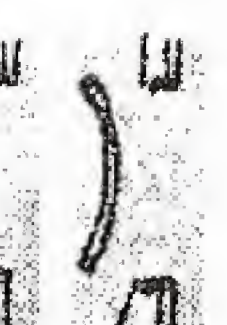
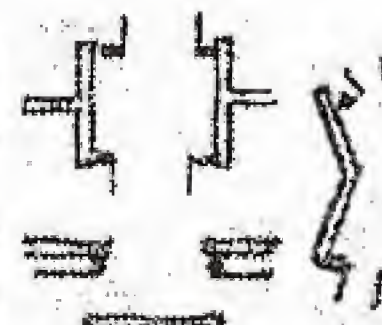
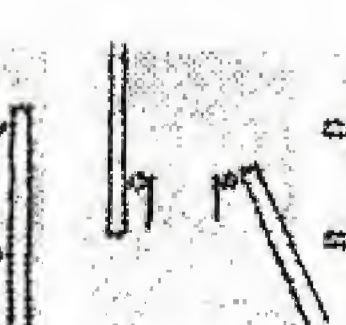
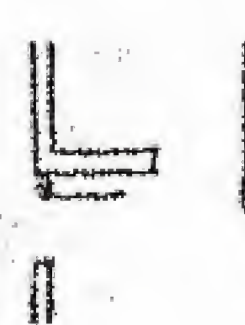
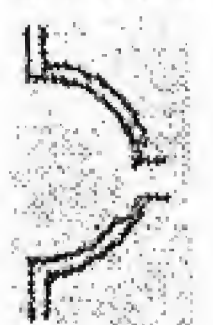
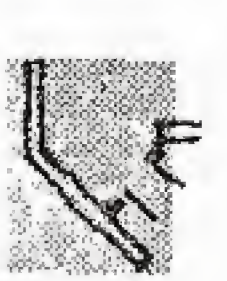
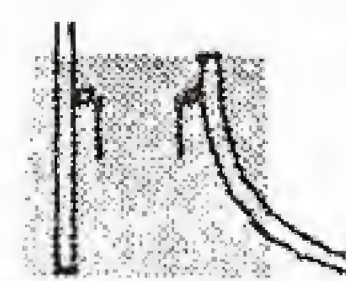
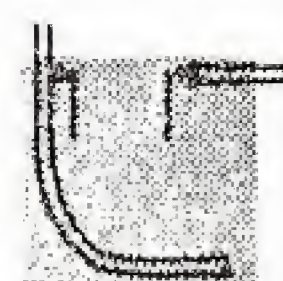
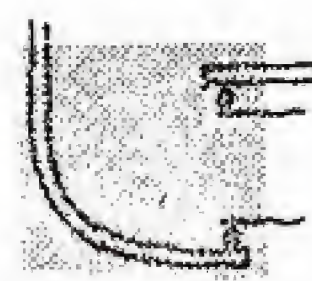
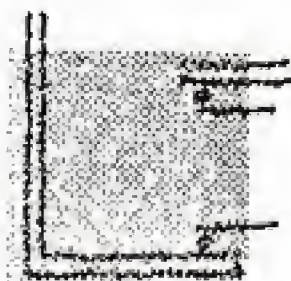
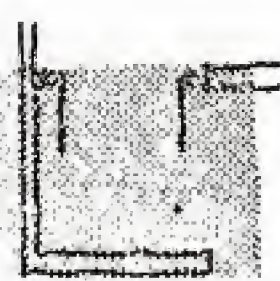
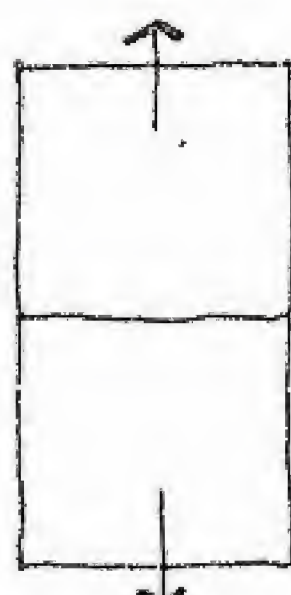
DOUBLE SLIDING



BIFOLD

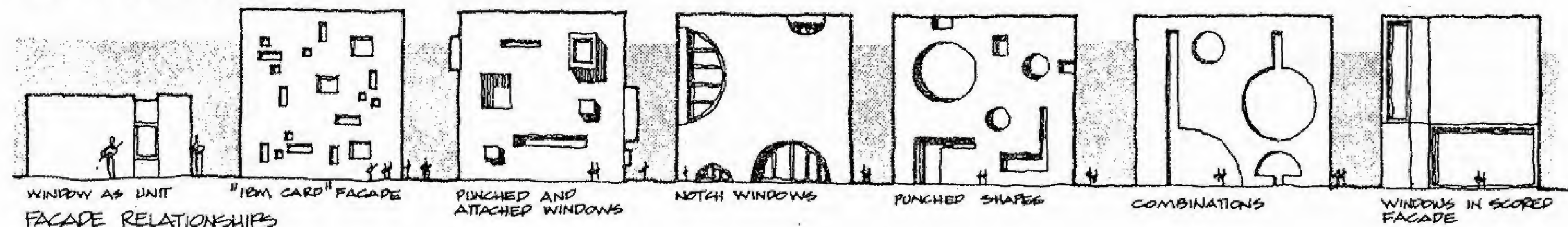
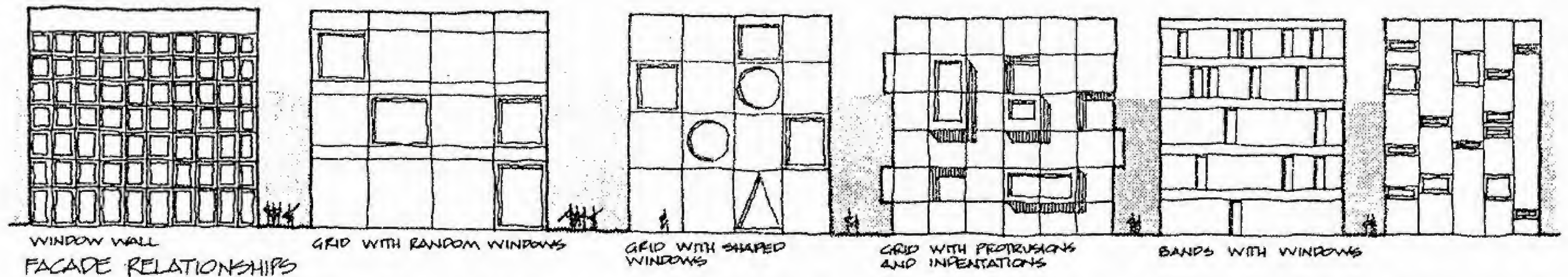
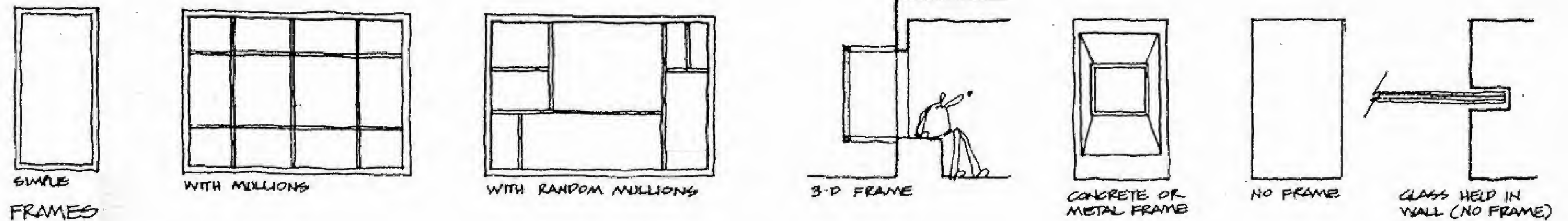
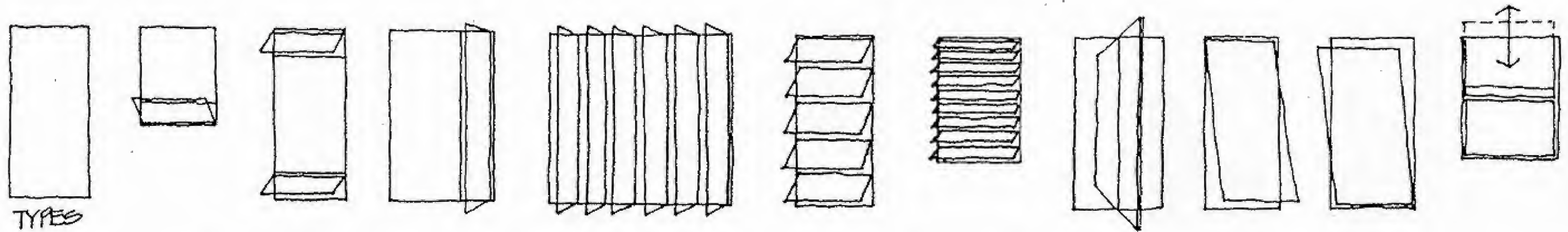


PIVOT

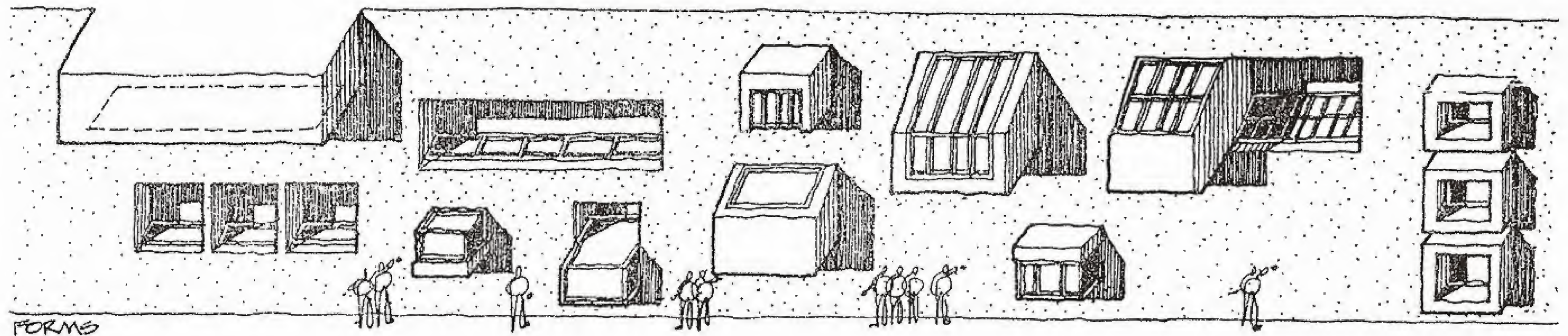
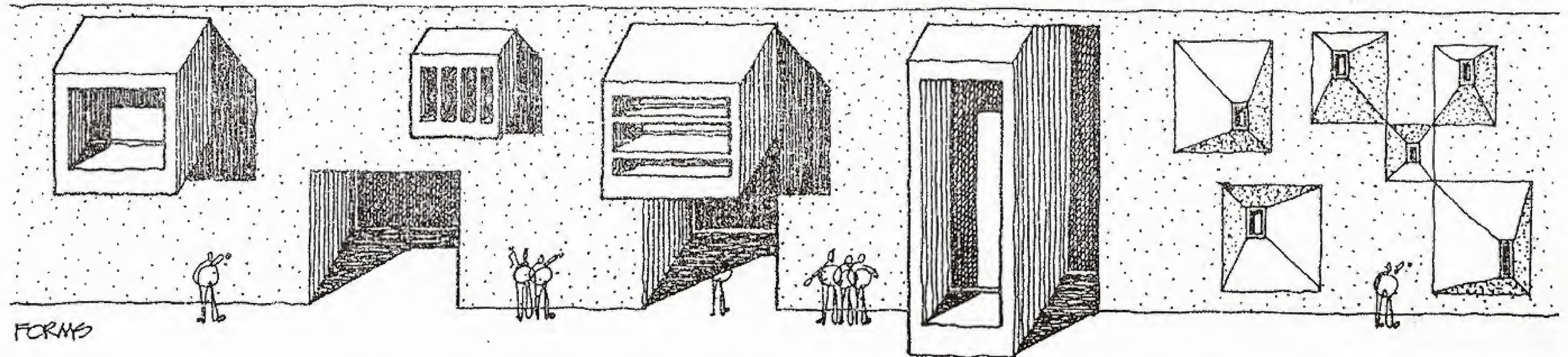
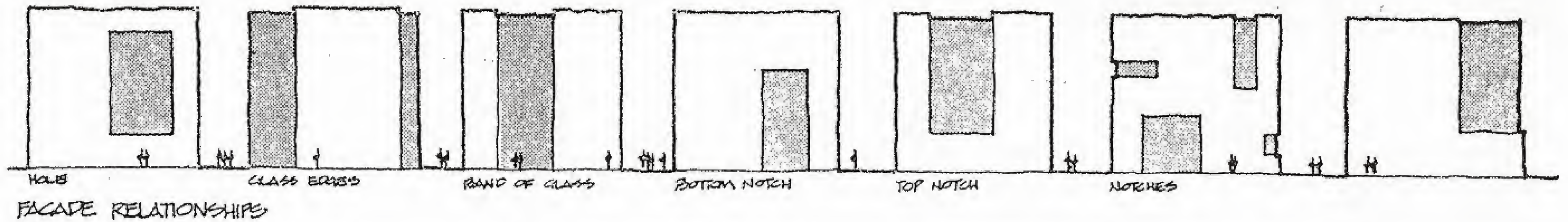
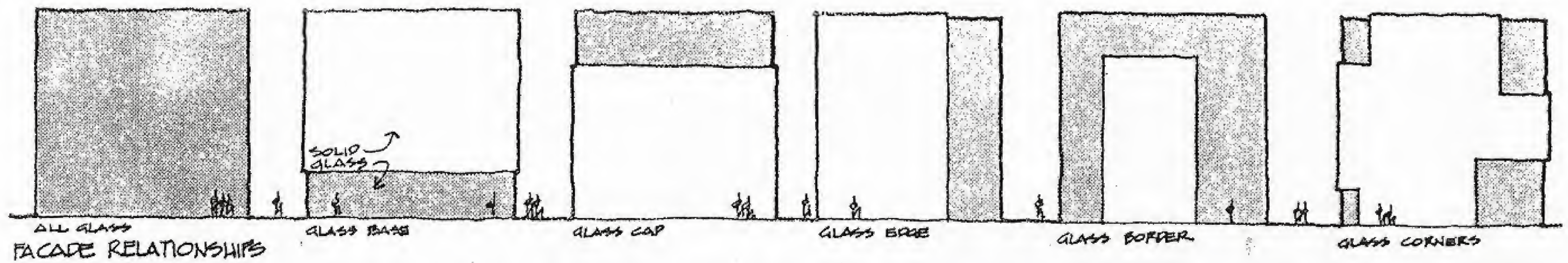




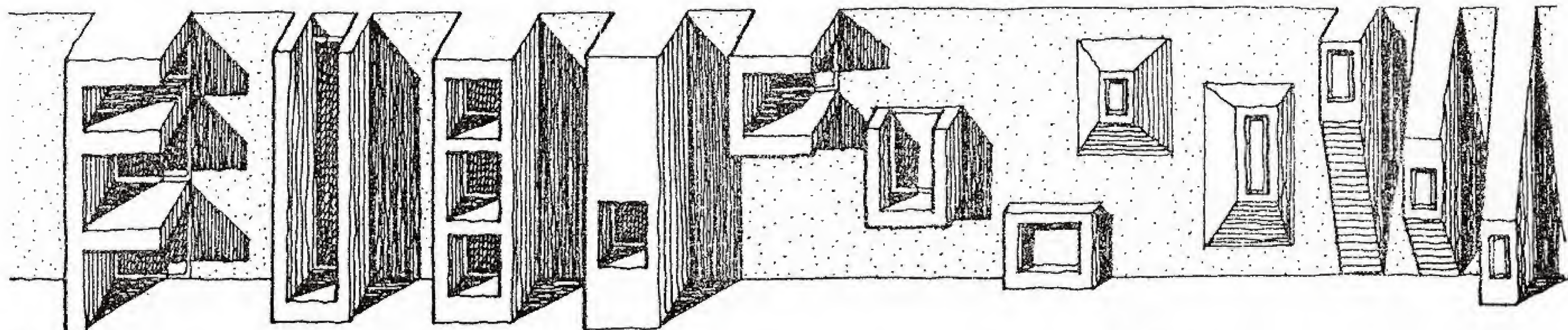
# Window Forms



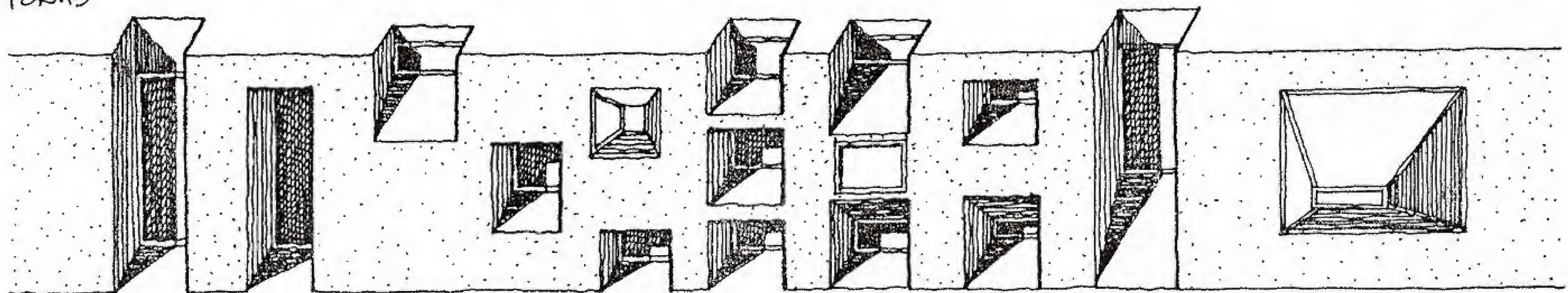




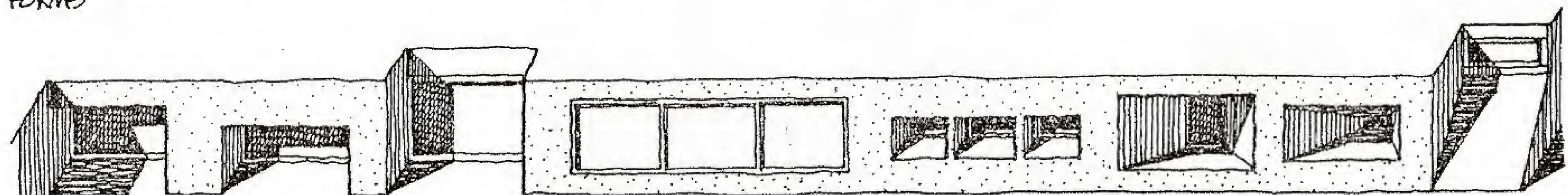




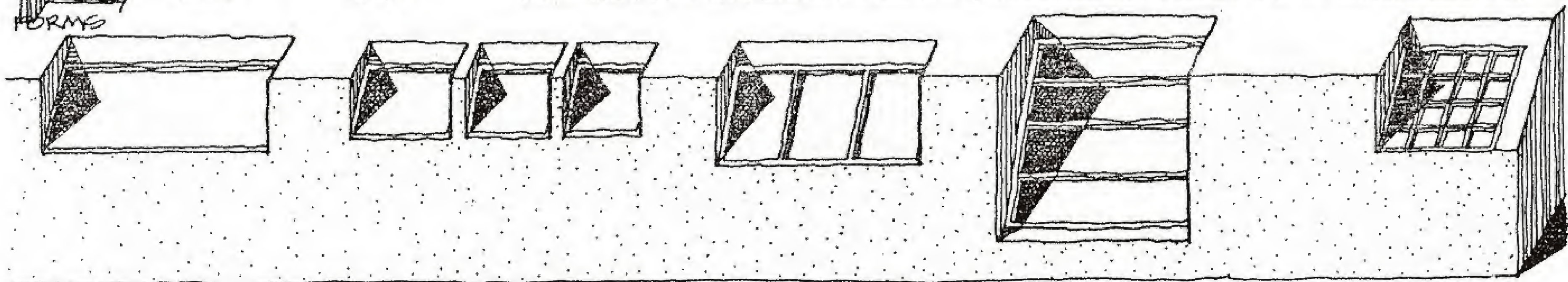
FORMS



FORMS

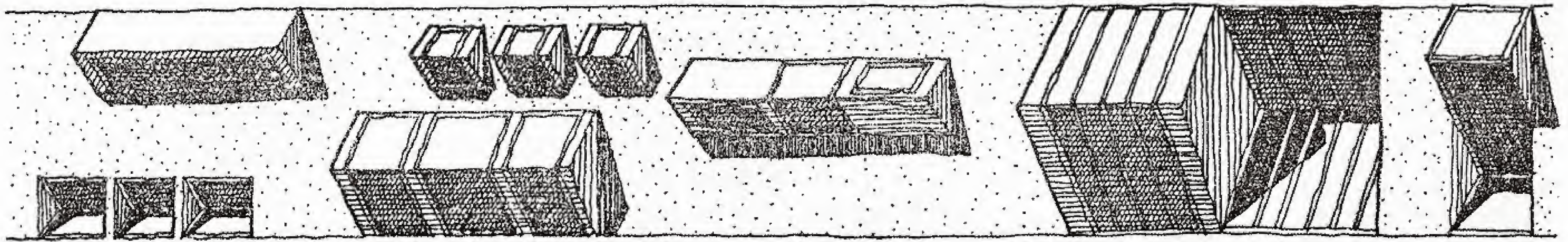


FORMS

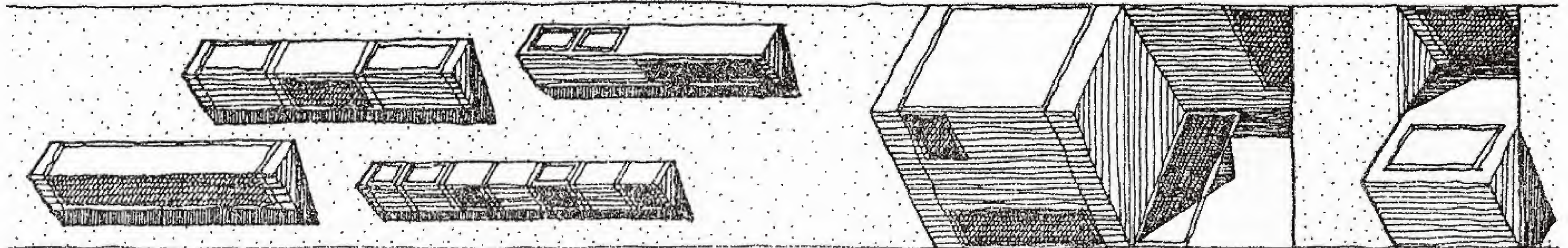


FORMS

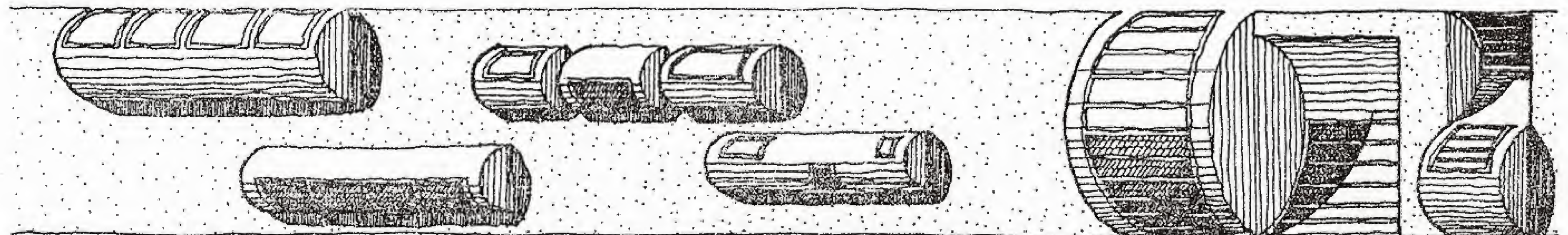




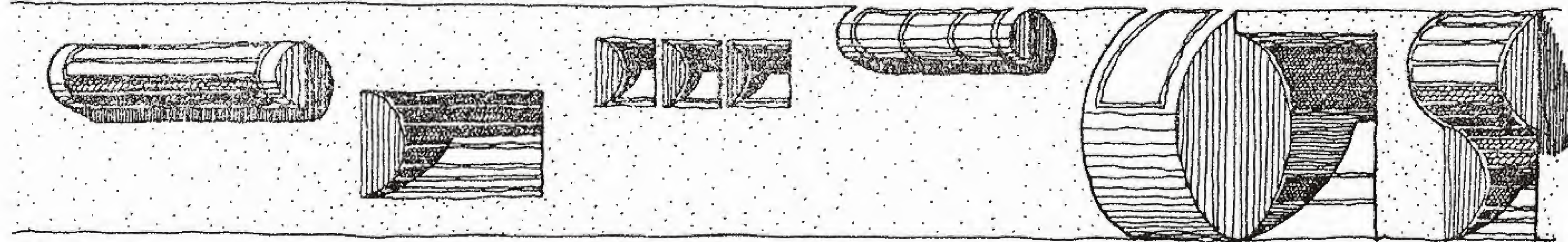
FORMS



FORMS

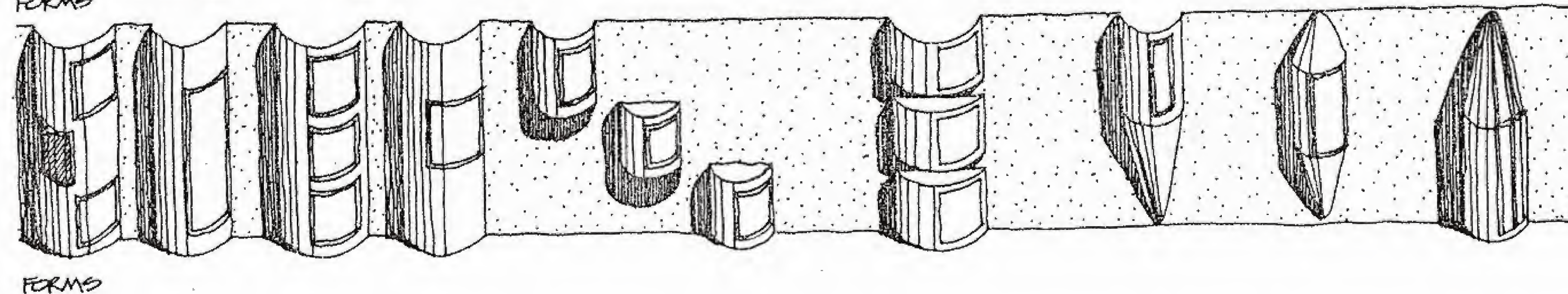
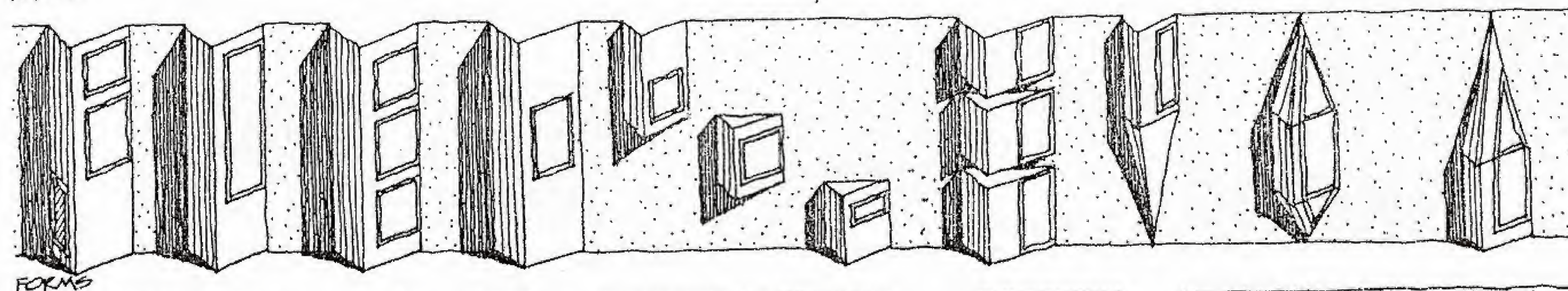
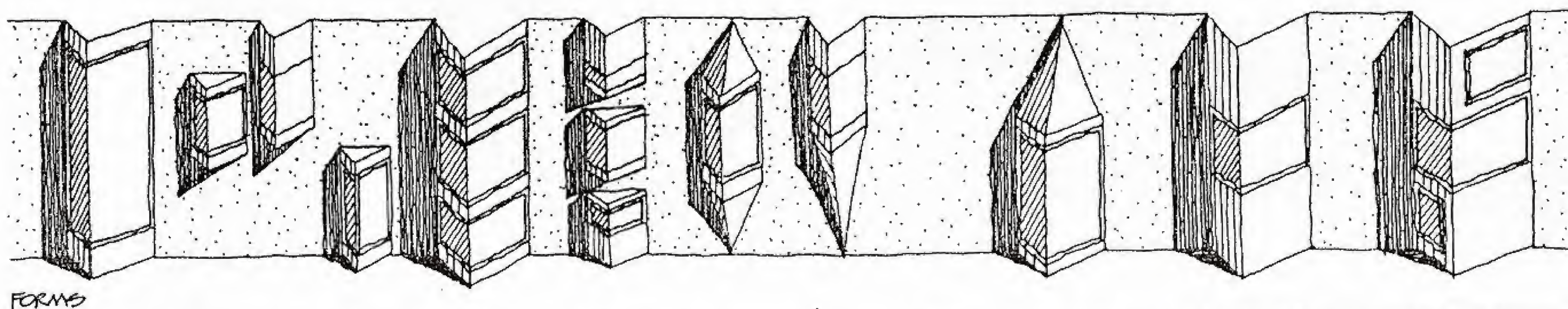
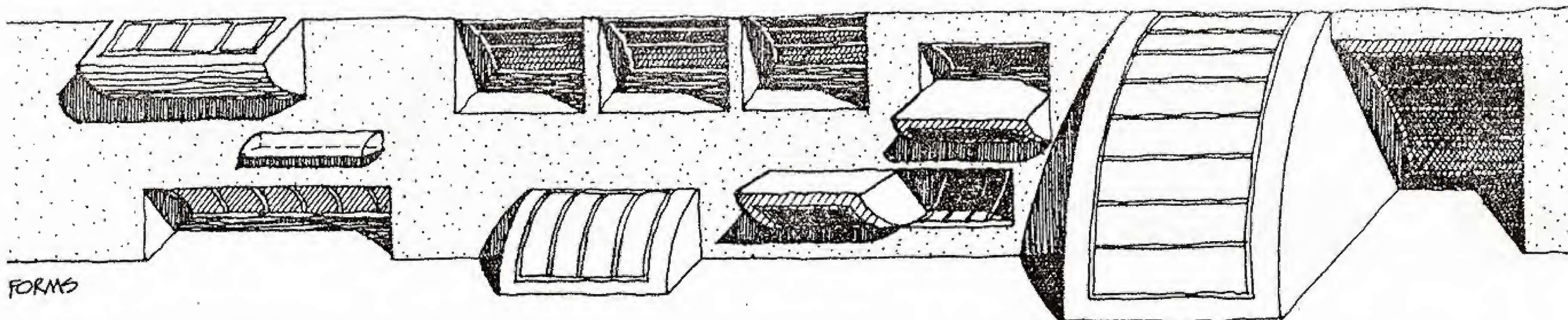


FORMS

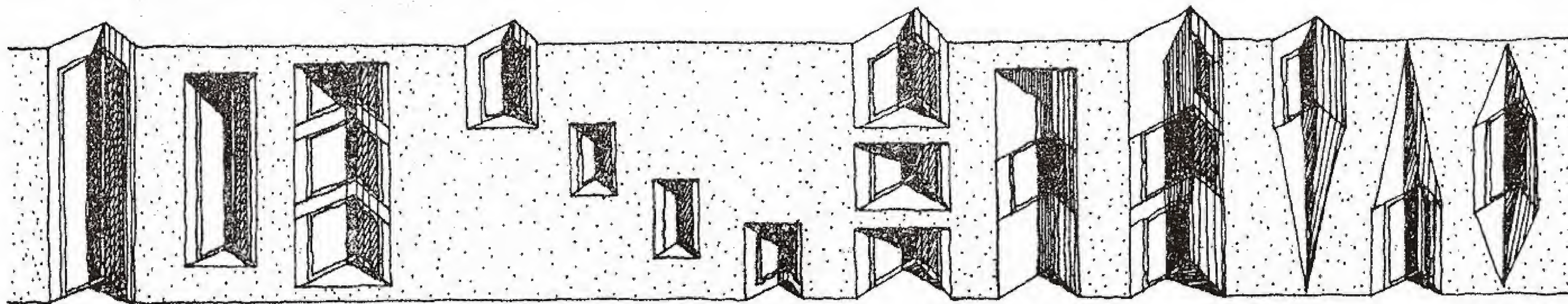


FORMS

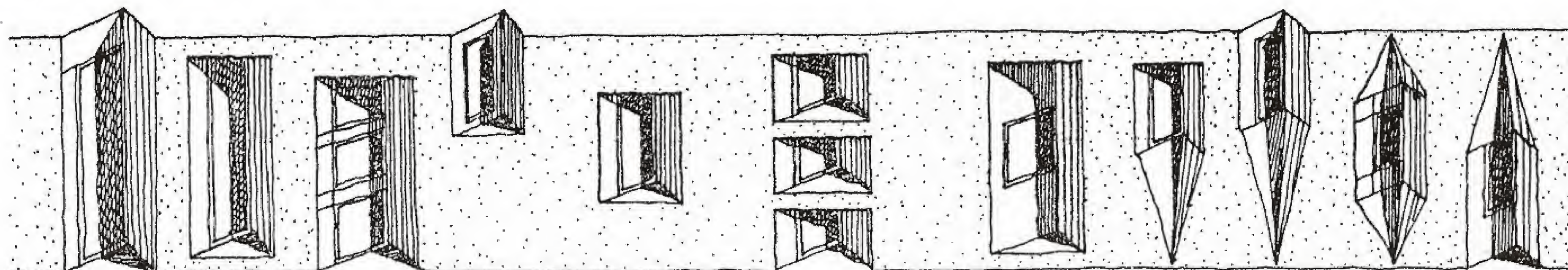




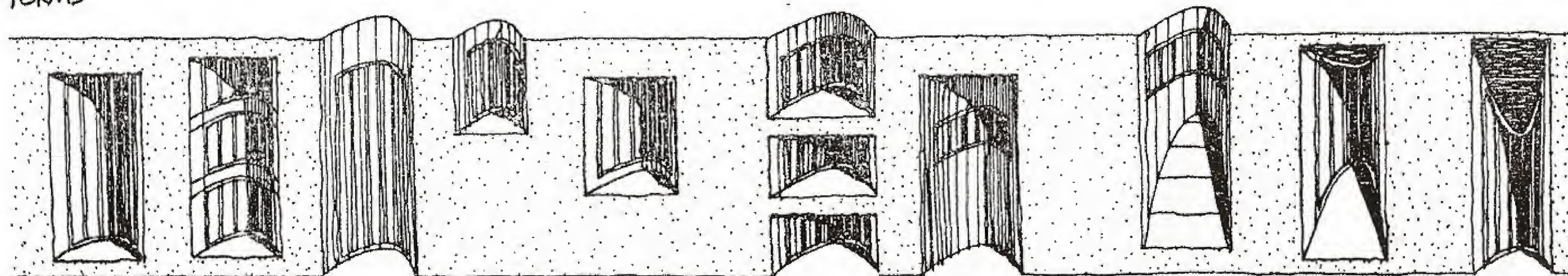




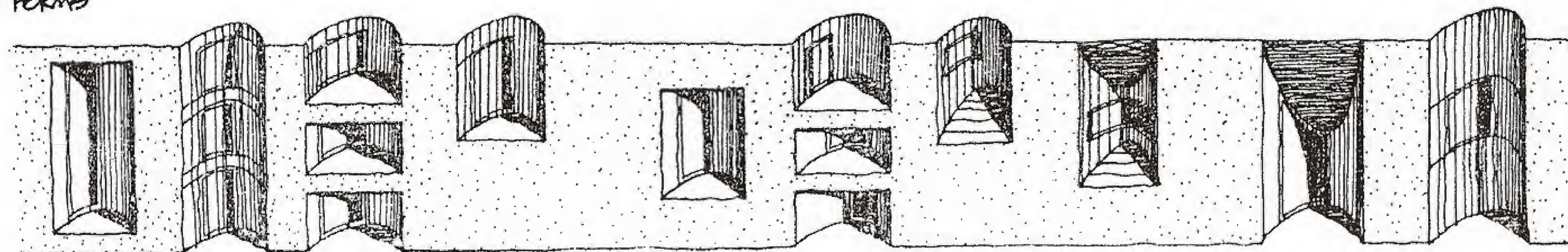
FORMS



FORMS

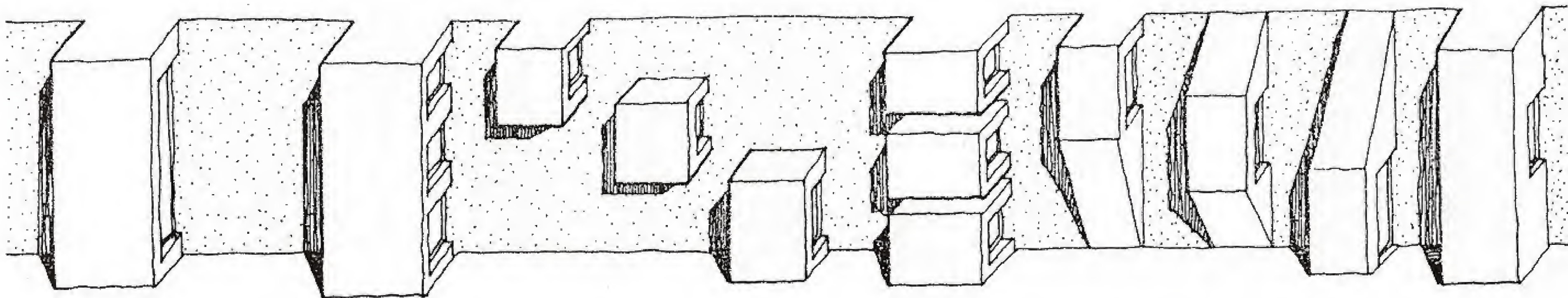


FORMS

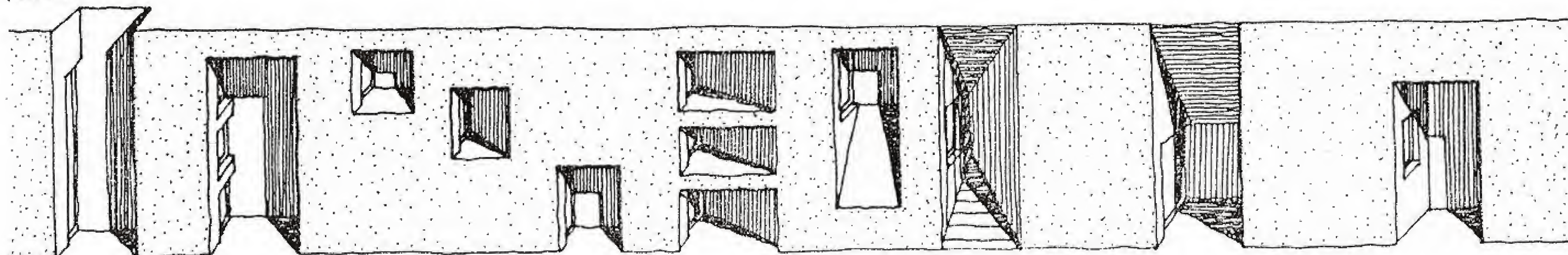


FORMS

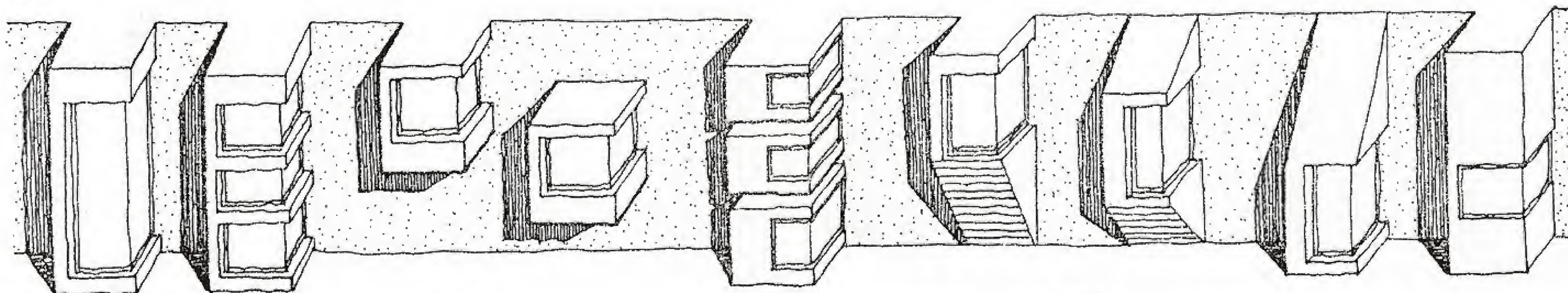




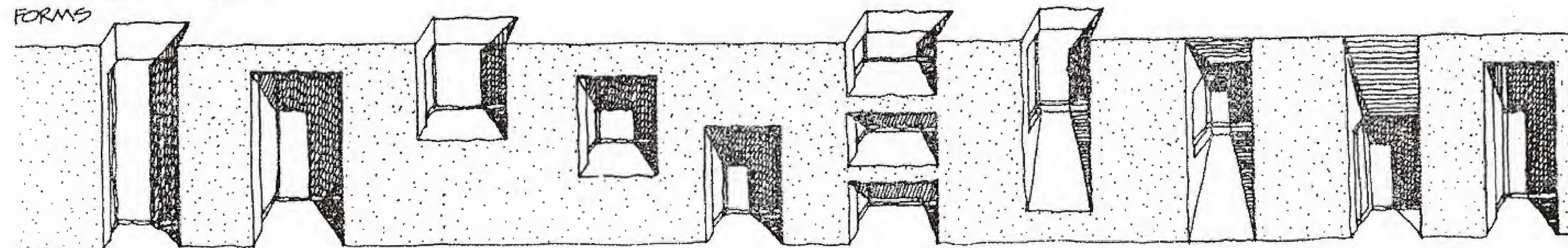
FORMS



FORMS

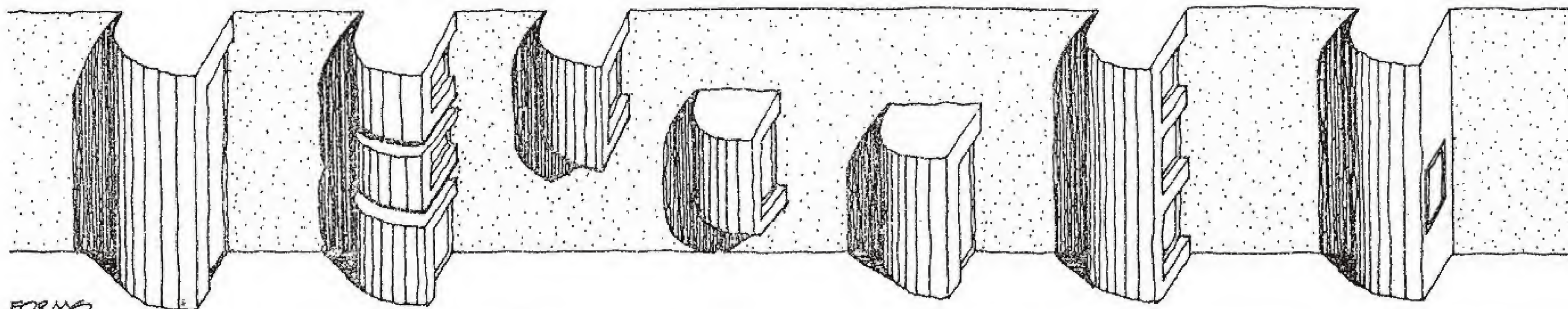


FORMS

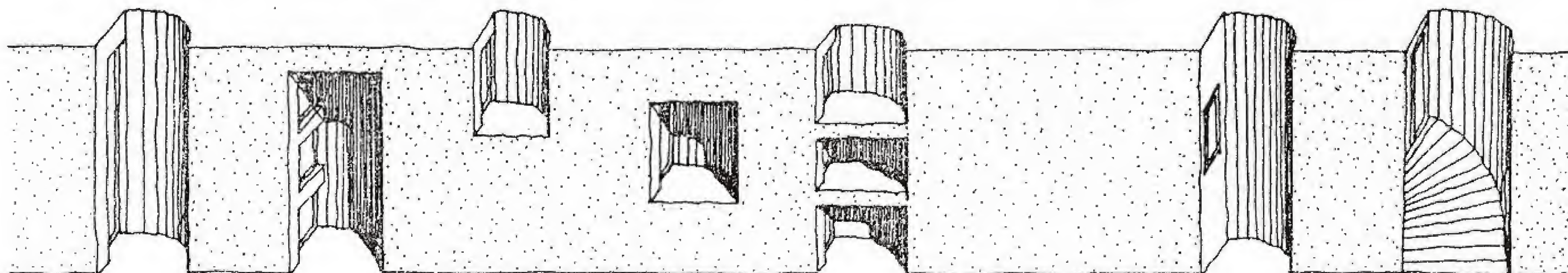


FORMS

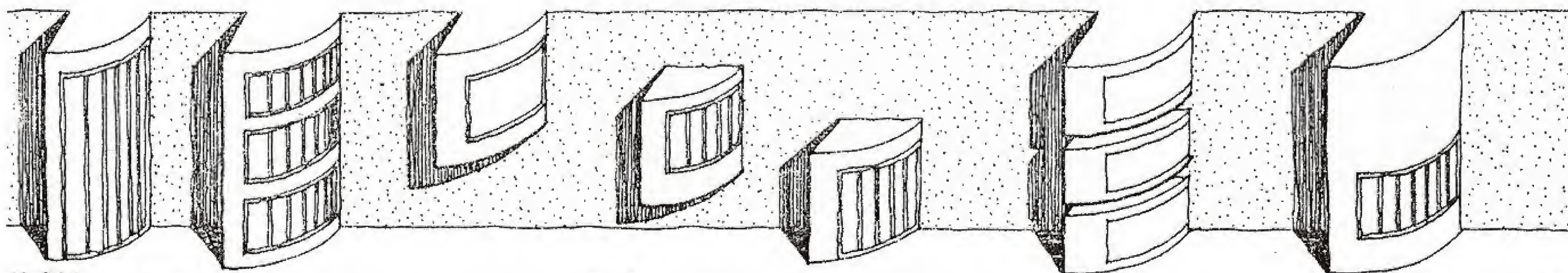




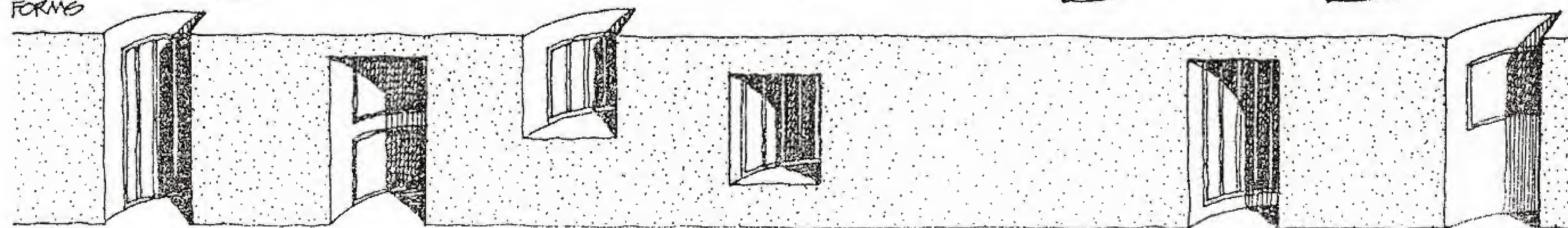
FORMS



FORMS

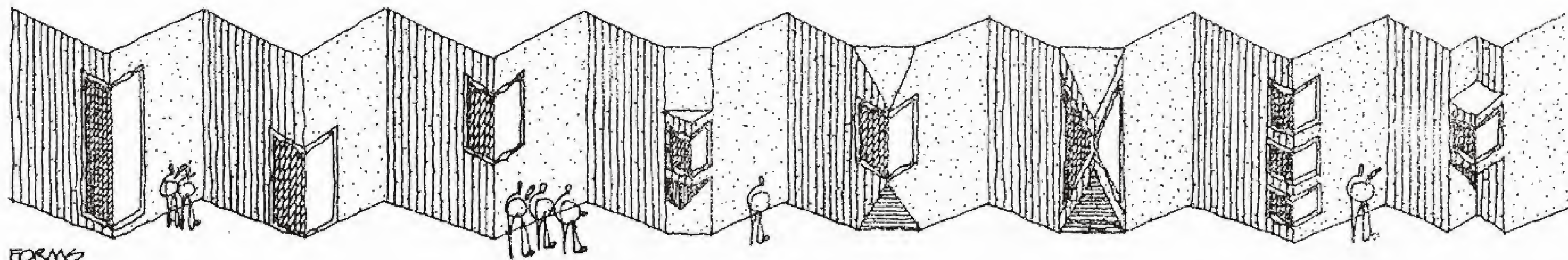


FORMS

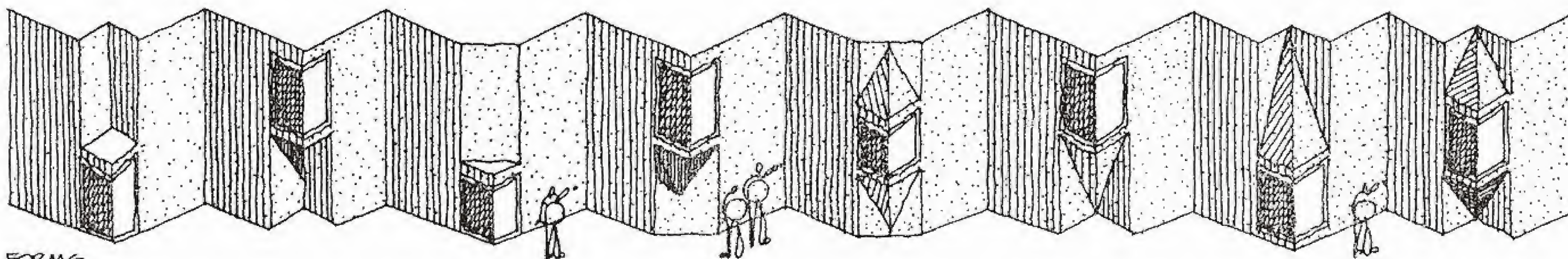


FORMS

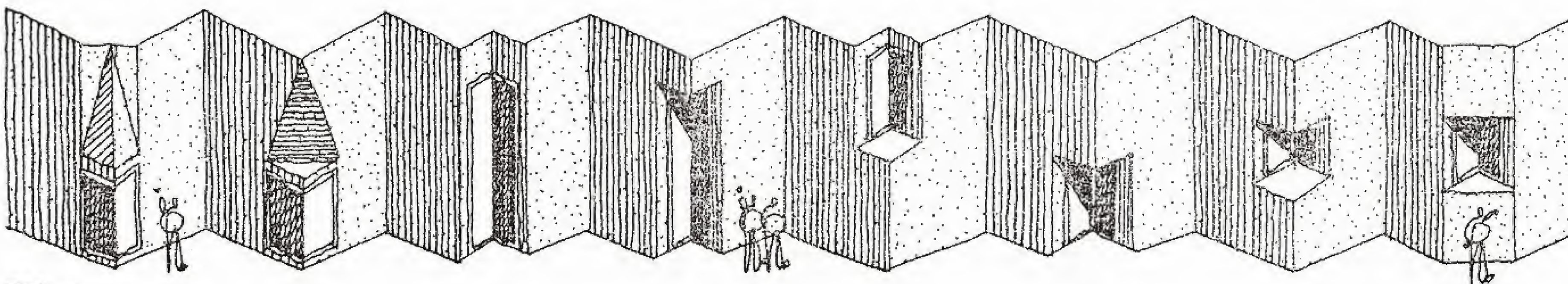




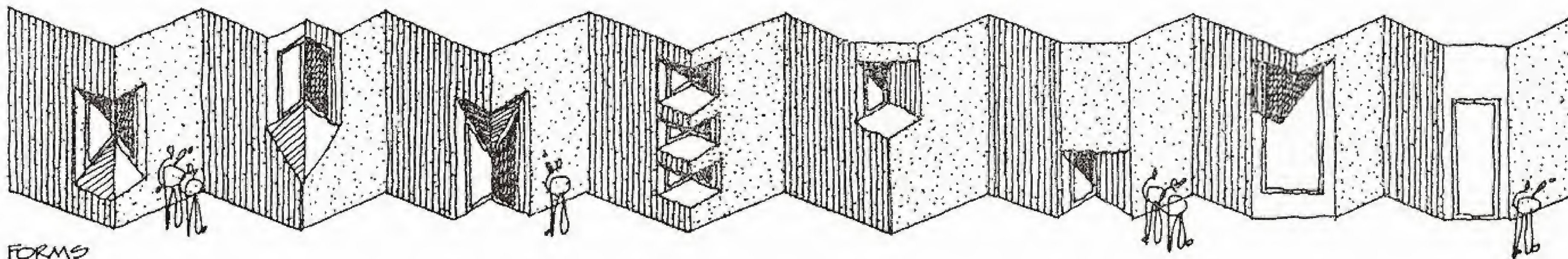
FORMS



FORMS

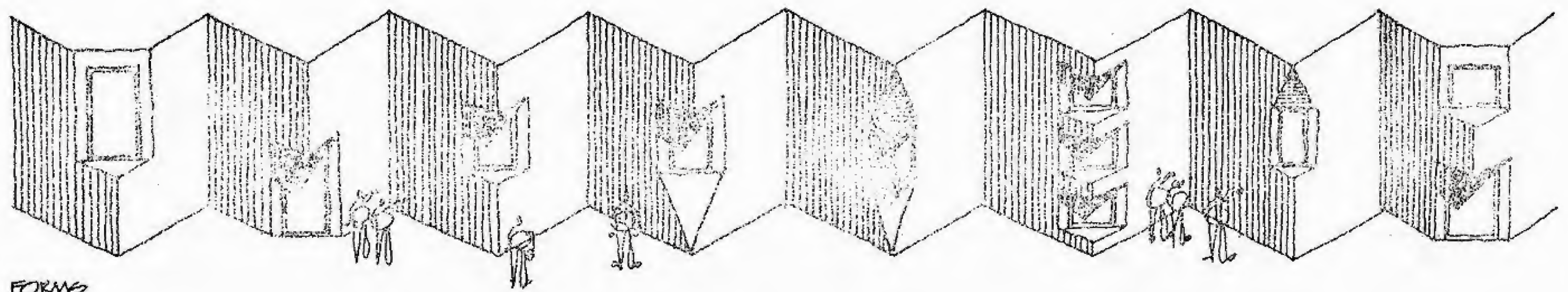


FORMS

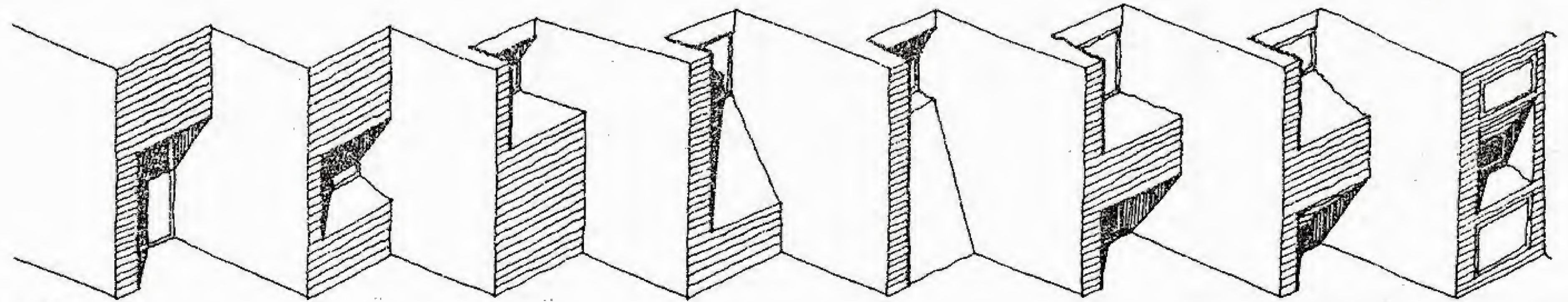


FORMS





FORMS

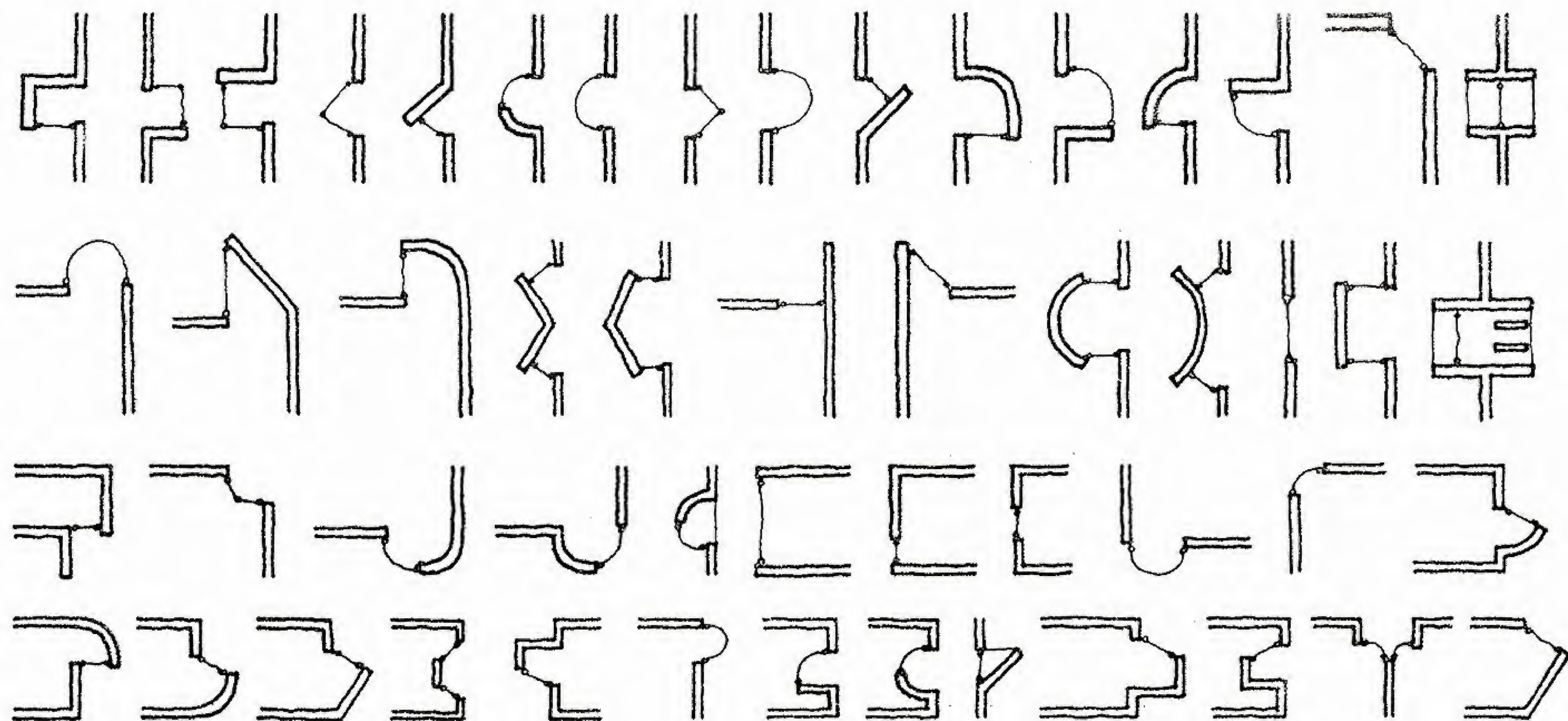


FORMS

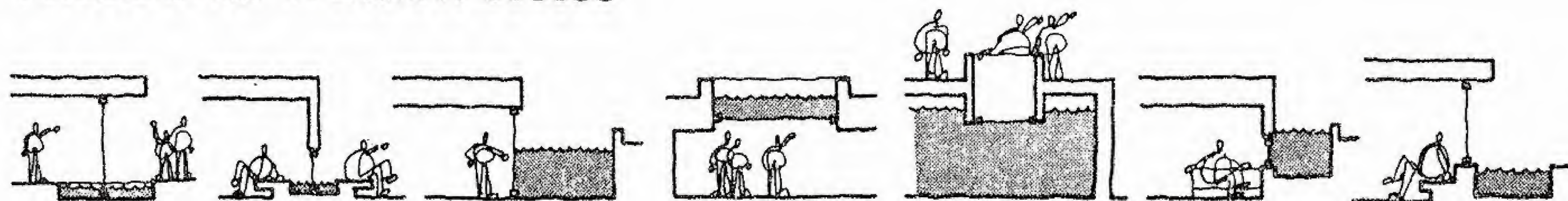
## Windows in Plan and Section





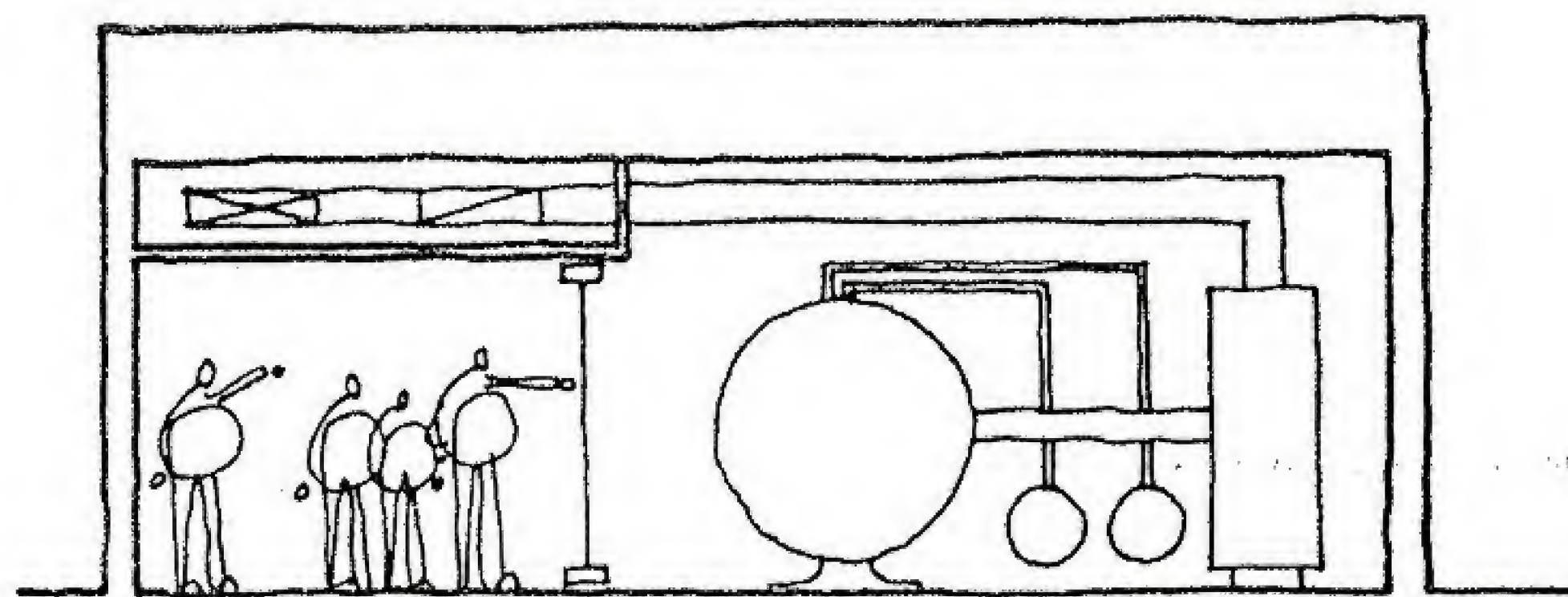


## Additional Window Roles

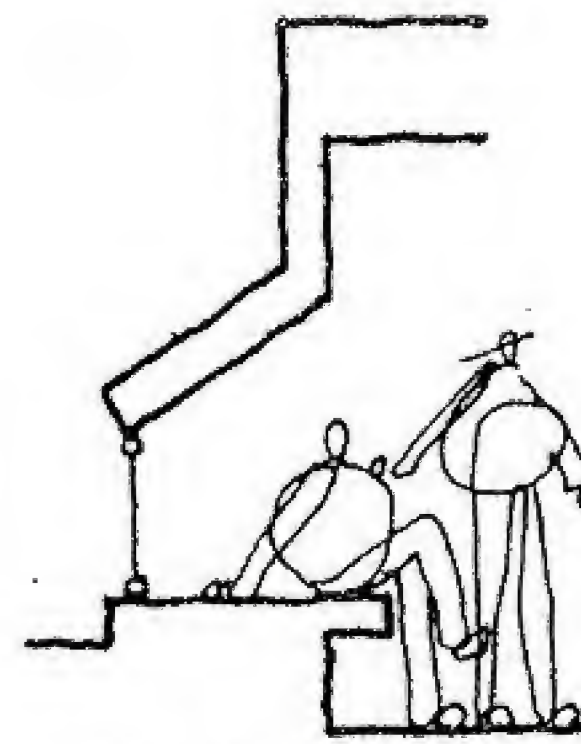


WATER

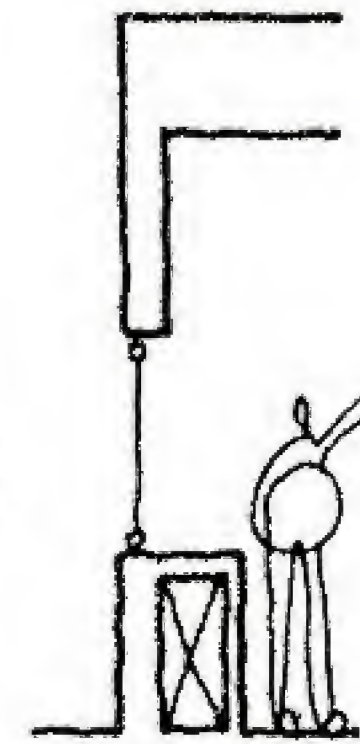




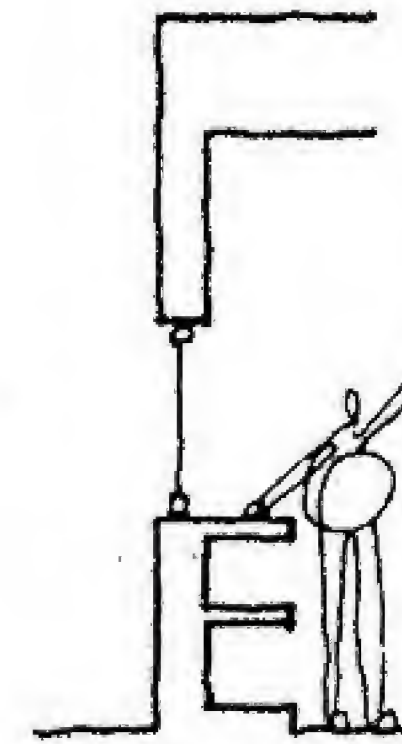
STOREFRONT CONCEPT • SHOW HOW THE BUILDING WORKS



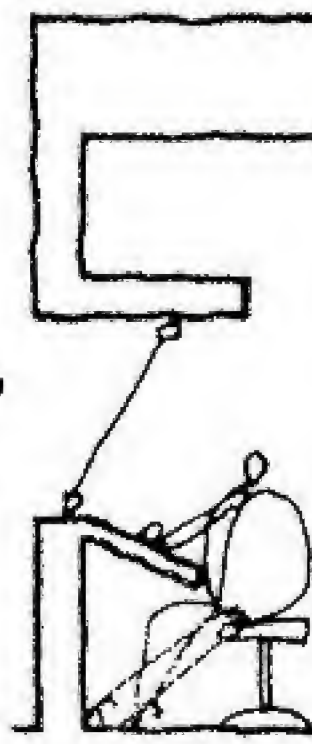
SEAT



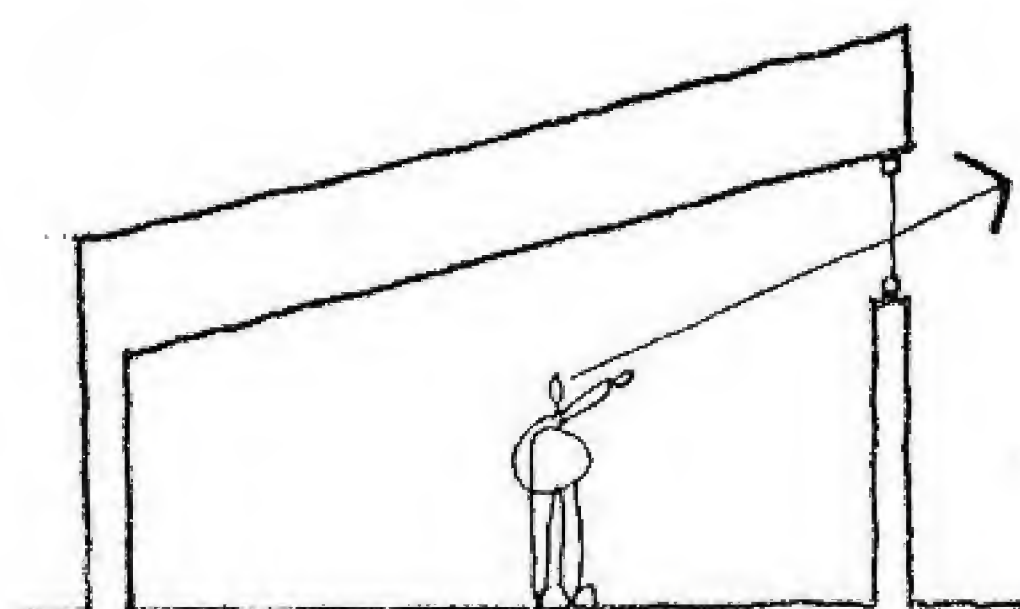
DUCT



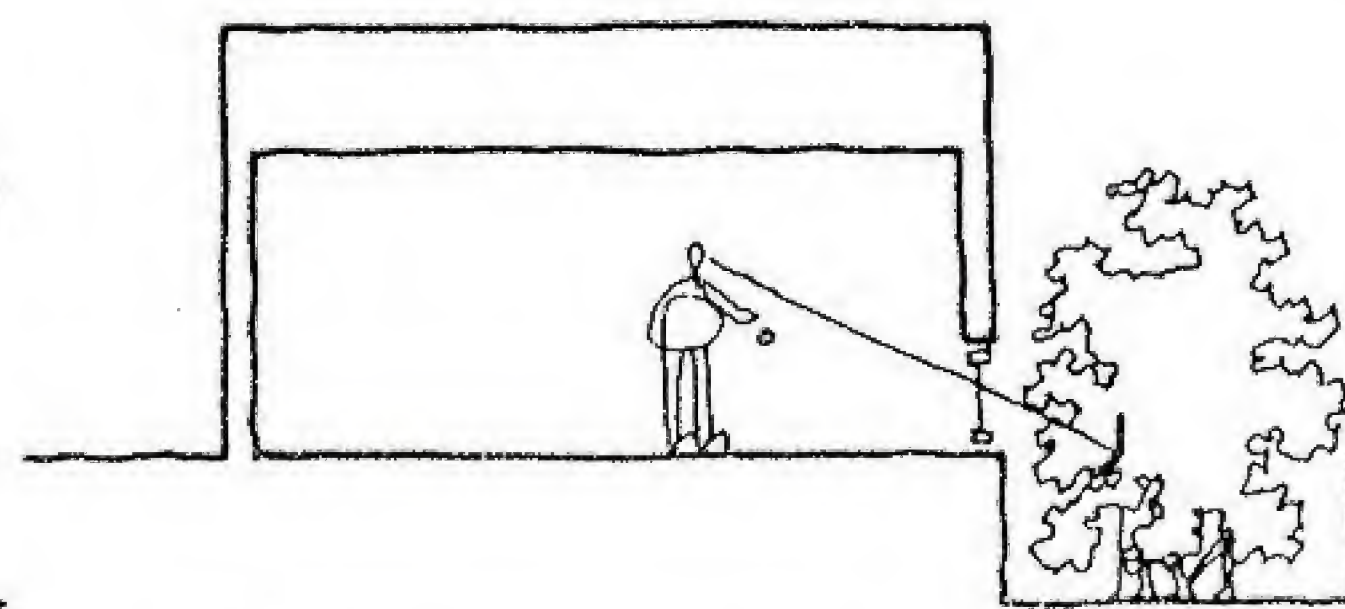
SHELVES



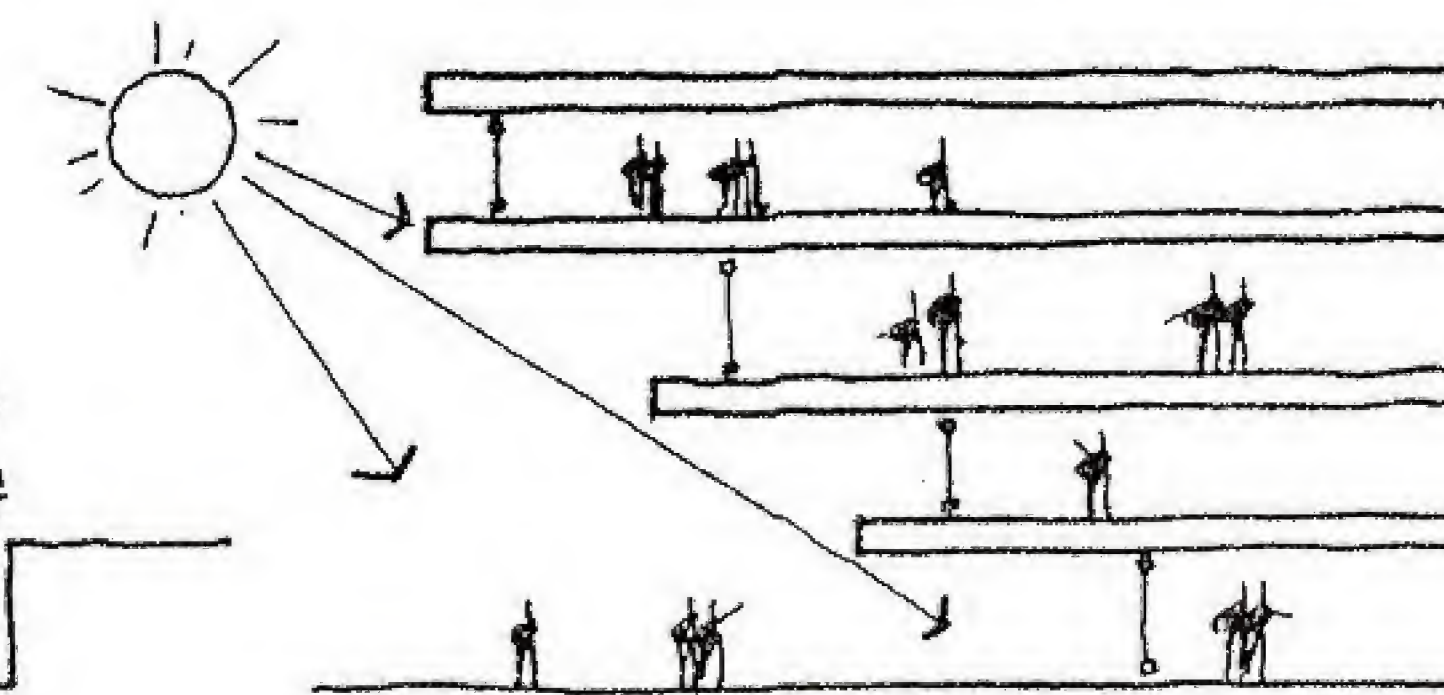
DESK



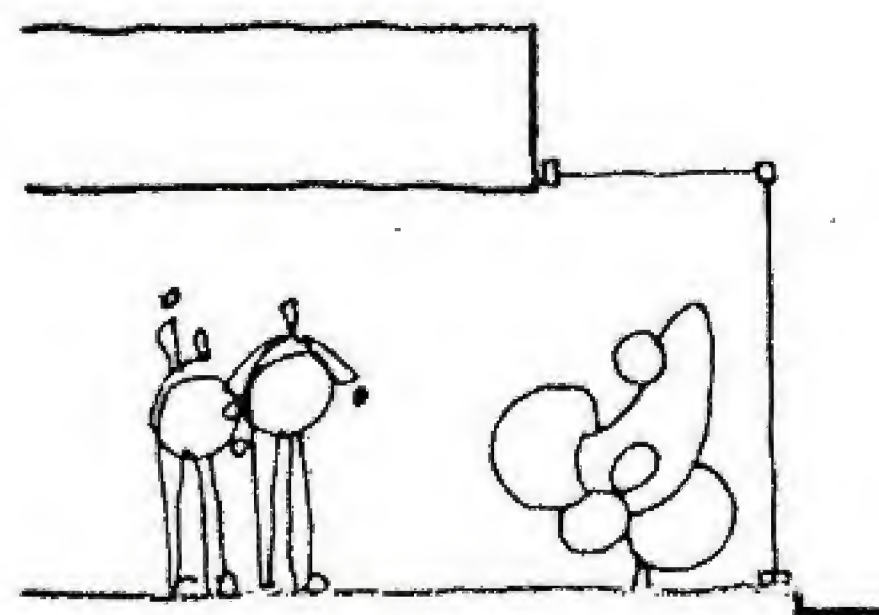
HIGH GOOD VIEW • LOW BAD VIEW



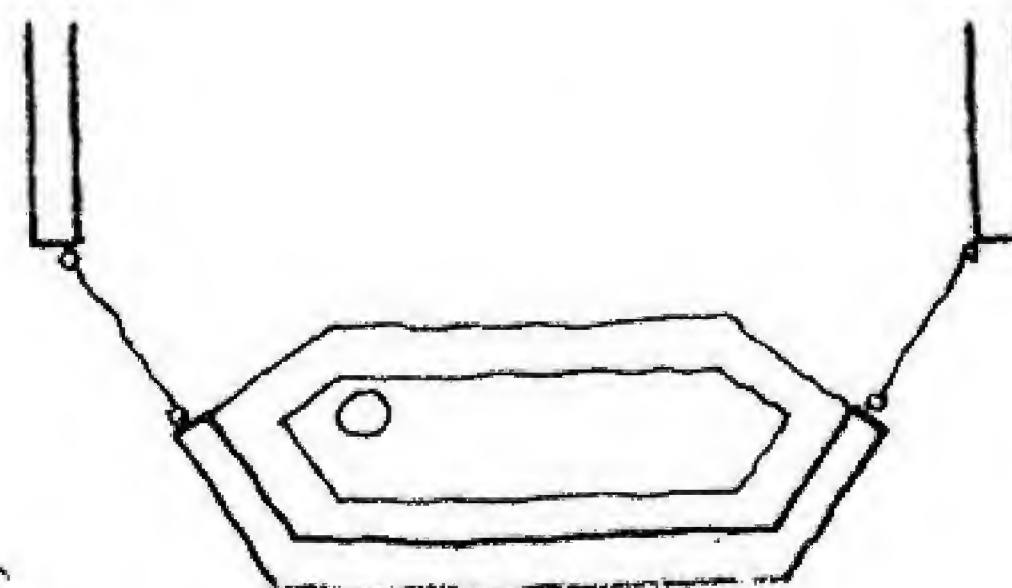
BAD HIGH VIEW • GOOD LOW VIEW



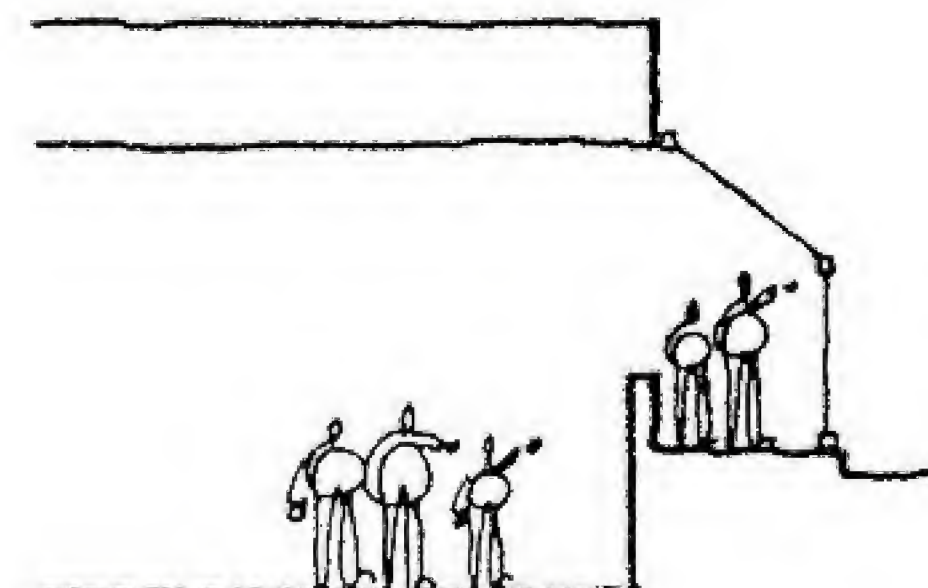
WINDOWS SHADE THEMSELVES



FEATURE ART



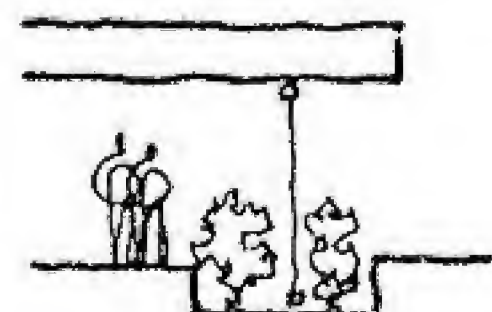
FRONT DECK



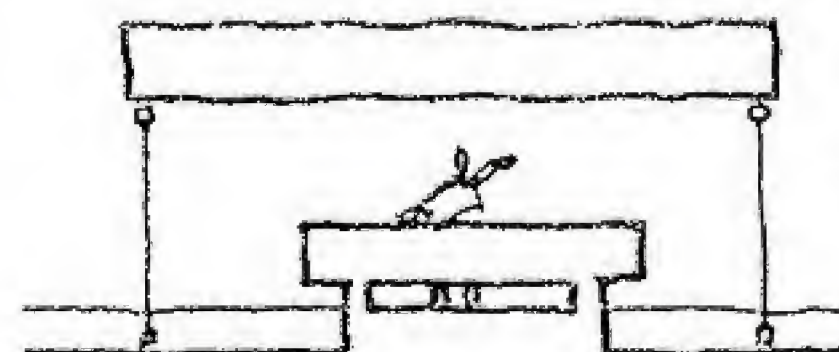
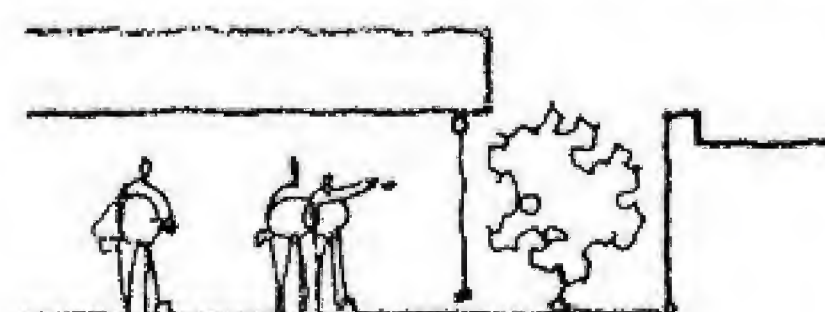
DEFINE CIRCULATION



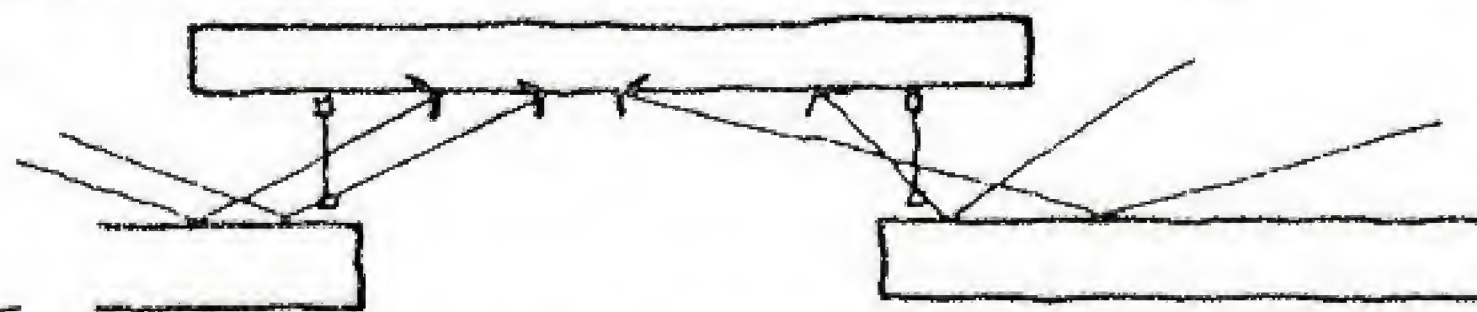
FURNITURE



PLANTS



ALTAR



WASH WALL WITH LIGHT



للتواصل يرجى مراسلتنا على

e:mail : [taha\\_farwan@hotmail.com](mailto:taha_farwan@hotmail.com)  
[taha.farwan@gmail.com](mailto:taha.farwan@gmail.com)  
[tahafarwen@yahoo.com](mailto:tahafarwen@yahoo.com)

FaceBook : [Taha Farwan](#)

Twitter : [Taha\\_Farwan](#)

Skype : [Taha Farwan](#)

Mobile : [00967712145179](tel:00967712145179)

المهندس :

[طه حسين أحمد فروان](#)

التخصص :

[مهندس معماري](#)

الموطن :

[صنعاء - اليمن](#)